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Howard Grossman

THIRD PARTY LIAISON
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Juli McMeekin

STRATEGY CONSULTANTS
U.S. National Video Game Team

FOREIGN CORRESPONDENTS
Nob Ogasawara
Terry Aki
Sam Rye

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CONTRIBUTORS
The Super Famicom-Japan; Gamest-Japan; Mega Drive Beep-Japan; Famicom Tsushin-Japan.

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Audit Bureau of Circulations

INSERT COIN

NO MORE STREET FIGHTER II!

We received our finished copy of Super Street Fighter II just the other day and of course everybody in the office gathered around waiting for their turn to play. After a couple of hours, the crowd cleared and the game just sat there. Noticing that, I asked everybody what they thought about the new version. The consensus was that it was OK, but it was just another version of SF2. Granted it is the best SF2 to date, but considering that it is the third time Capcom is redoing the game, they expected perfection.

The question I have is do we really need another revised and improved SF2? Judging by our staff's opinions in addition to the tons of letters we have already received from our readers, the answer seems to be no. Granted, if you are a street fighting fanatic, you will go out and buy the cart no matter what anybody says. But if you are an average player, you probably will be very disappointed after you play it for a while. At best I recommend that you rent it. Try the new characters and then decide if you want to spend the $70 to $80.

We don't think it's worth that kind of money. The problem is until the players stop buying the countless let's-make-a-couple-changes-and-call-it-super sequels, the companies will just keep on cranking out version after version. For example, do you *really* think that Capcom of Japan isn't working on a Super Turbo version? It's just not Capcom that does a lot of sequels. One can't forget EA's long list of Madden or NHL games. Or check any game list and look at the games with numbers in the titles. There are quite a few.

Gaming magazines are also guilty of perpetuating the sequel phenomenon. If you look at all of the reviews of Super SF2, you'll see a lot of smiling faces or near perfect numerical evaluations. I believe that these reviewers are missing the point of what a review is all about. Games aren't cheap and kids have to save up quite a while to get enough money for their next cart. I don't want to be the one who gives a 98 to a game which has a play time of less than one day before it is shelved because the player found out too late that the game is not much more than a cosmetic update of a game he already has. There has to be a better method of game evaluation.

So where do we stand? In our reviews we are going to start taking into account this type of excessive game program repetition in sequels. It's not an easy task as it is going to be subjective at first. Our goal is to take the 'average' player into consideration. The one who already has an SF2 Turbo or a Madden '94. This player only buys a few games in a year and is not a person who has to have every sequel that comes out. Is this being excessively harsh on the 'sequel companies?' We don't think so. Take Super SF2 for example. I have to again fall back on the game reviewers in the weekly Japanese magazine—*Famicom Tsushin*. How did they rate Super SF2? Objectively, as they do every game. For the first time we are seeing 7's in their Super SF2 multiperson review. More importantly, their arcade player Taco-X (who arguably is the best judge of arcade conversions), was one of those who gave it a 7!

What do you think, are we off-base with our low numbers, or has Street Fighter II finally run out of steam?

Ed Semrad
Editor

EGM!™

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ADVERTISING
NATIONAL ADVERTISING DIRECTOR
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EGM!

AUGUST / 1994 / VOLUME 7 / ISSUE 8 / NUMBER 61

50

WAR HAS BEEN DECLARED! GAME SYSTEMS GEAR UP FOR SOME STIFF COMPETITION!

Four new systems are coming your way and we have all the info you need! The new Neo•Geo CD-ROM has an incredible load time of 14-28 seconds! Sega has updated two classic games for their new system, the 32X. Plus, Sega's Japanese system, the Saturn, stands above the rest with its 32-Bit intensity. And Sony's PlayStation boasts an advanced 3-D engine, CPU chip, and a decompression system.

70

TOYS AREN'T JUST FOR KIDS! THE TOKYO TOY SHOW TELLS WHY!

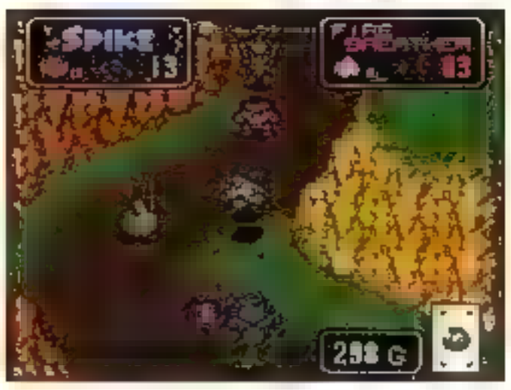
Are you curious as to what games will be played in 1995? Well, *EGM* traveled to the Tokyo Toy Show to take a quick peek at all of the up-and-coming games of the future. In this issue, dive into a gaming extravaganza as we give you the scoop on the games for 1995!

150

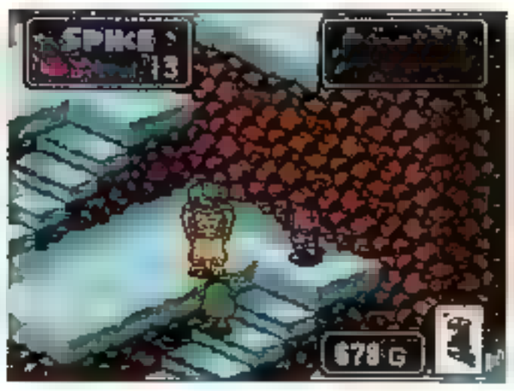
THE BIGGEST AND THE BEST GAMES MAKE A SPLASH AT THIS SUMMER'S CES!

Feeling a bit depressed because you missed out on the Summer CES? Well dry those little eyes of yours, because we got the scoop on the biggest and best video games that were at the show. Check out our 14 deluxe, information-packed pages of the best 100 games previewed at the show. Why, there is so much information in this issue, it will make you feel as if you were really there with the *EGM* staff!

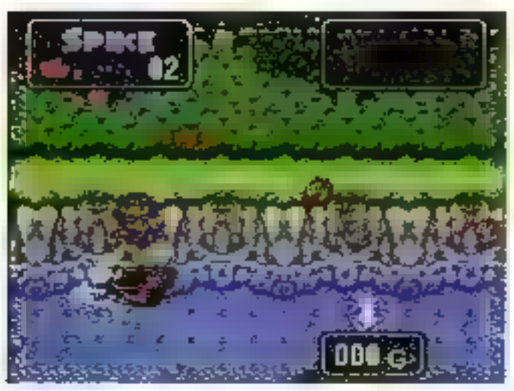
“...Spike McFang is the *man!*” Game Players Magazine, June 1994 **“Editor’s Choice – Gold!”** Electronic Gaming Monthly, June 1994 **“Spike McFang i... l, playful game** Game Pro Magazine, April 19... **into this video g... like any hero yo...** Nintendo Power, June 1994 **“... excellent sto... and awesome graphics!”** Electronic Gaming Monthly, June 1994 **“...Spike McFang is the game you want to play.”** Video Games Magazine, March 1994



Use Spike's lightning hat and spinning cape to destroy his enemies.



Protect your friends along the way —you ll need them later!



Snapping Piranhas have razor- sharp teeth and their lunch menu says "vampire sandwich"

We couldn’t have said it better ourselves!

Searching for a new **action adventure** game? Well, look no further. Introducing **The Twisted Tales of Spike McFang**, the game the critics fell for head-over-cape. **Talking rocks**, fire-breathing zombies, killer garlic and a hip vampire with a **deadly hat and cape**. Don’t miss this classic **battery-backed** adventure in the tradition of **Zelda®**.

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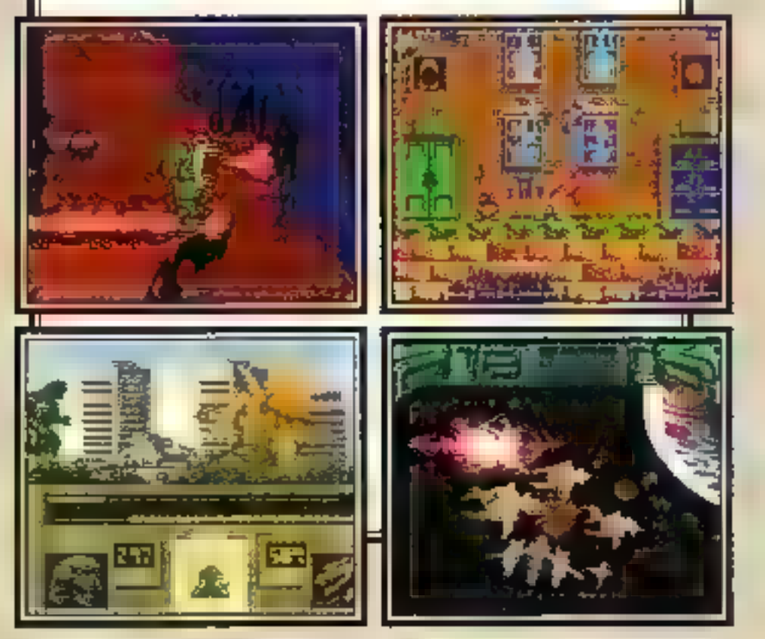
CONTENTS

GAMES DIRECTORY

Aero the Acro-Bat	88.92	Revenge of the Ninja	90
Air Strike Patrol	32	Rider's Spirits	74
Aretha 2	76	Ristar Shooting Star	72
Art of Fighting	88.34	Rock 'N' Roll Racing	92.108
Battletech	32	Rocko's Modern Life	92
Blackthorne	116-17	Shien's Revenge	92
Bomberman	80	Shining Force	148
Boogerman	134	Shock Wave	34
Brainlord	128	Shubibinman	80
Breath of Fire	32.120-21	Sonic the Hedgehog	92
Brutal	34.122	Sonic Spinball	36
Brutal Football	112	Soulstar	136
Castlevania	90	Spacenauts	72
College Champ.	109	Star Trek	124
Donkey Kong	28	Star Trek TNG	88
Dragon Ball Z 3	78	Story of Thor	77
Dragon's Lair	36.142	Stunt Race FX	105
Dyn. Headdy	130-31.146	Super Godzilla	34.126
Fatal Fury 2	34	Super SFII	32
Fighter's History	92	T2 the Arcade	88
Firemen	77	Taz 2	132-33
Inspector Gadget	92	Tecmo Baseball	106
Joe & Mac Returns	66	Terminator	90
Mega Man V	144	Top Hunter	34.138-39
Mega Turrican	90	Troy Aikman	07
Microcosm	36.140	Turn and Burn	90
Mortal Kombat	88	Ultraman's Fighters	78
Nosferatu	70	Vay	36
Outrunners	66	Virtua Cop	66
Perfect Eleven	74	Who Shot J. Rock	36
Primal Rage	64	World Heroes 2	32
Redline Racing	110	World Series	114
Ren & Stimpy	116-19	Yu Yu Hakusho	80



DEPARTMENTS

INTRO TO EGM!	4,5
INSERT COIN	6
INTERFACE: LETTERS TO THE EDITOR	14-22
REVIEW CREW	28-36
EGM'S HOT TOP TENS	40, 42
GAMING GOSSIP	46
PRESS START	50-60
ARCADE ACTION	64,66
INTERNATIONAL OUTLOOK	70-84
TRICKS OF THE TRADE	86-92
CONTESTS	94,97
SPECIAL FEATURE	98-101
TEAM EGM SPORTS	104-114
CES WRAP-UP	150-164
LIFESTYLES	166-169
AD INDEX	170

FACT FILES

SUPER NES TIMES

Summer isn't quite over yet and the Super NES is still rockin' with its latest carts. Jump into the action with such titles as Blackthorne, Ren & Stimpy Show: Time Warp!, Breath of Fire, Brutal, Super Godzilla, and Star Trek!

116-128

OUTPOST SEGA

You've picked a good one in Boogerman!

130-136

NEO•GEO CHALLENGE

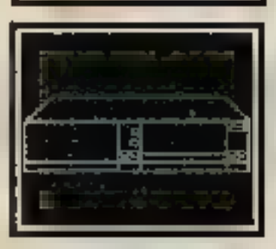
Rid the universe of evil space pirates.

138-139

PLANET 3DO

Travel through a body in Microcosm!

140



CD-i ACTION

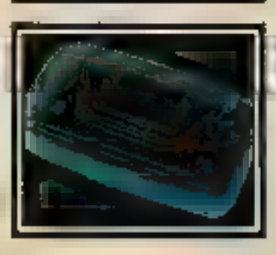
Be daring in Philips' Dragon's Lair!

142

CLUB GAME BOY

A new cast awaits you—Mega Man V.

144



SUPER GEAR

Get 'ahead' with Dynamite Headdy!

146-148

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AUGUST 1994

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INTERFACE
LETTERS TO THE EDITOR

Ah-ha! Thought you'd be seeing the "same old thing" here, eh? WRONG! So, you think you got an opinion about electronic games? Send it in, or beware the three-fingered toad! Once you send it in, we've got the right to print it, and respond to your thrashes. Don't like the way things are done?! Keep it clean and let's come out fighting (as in Mike Tyson's Punch-Out!!). So be a Super Macho Man and send in your stuff. Good, bad, ugly, or otherwise, we want to read your scribblings! Oh yeah, we can't answer your letters unless they're put in the mag, not even with an SASE. OK? I see you hiding over there, so write!

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LETTER OF THE MONTH!

WHICH SYSTEM IS BETTER?

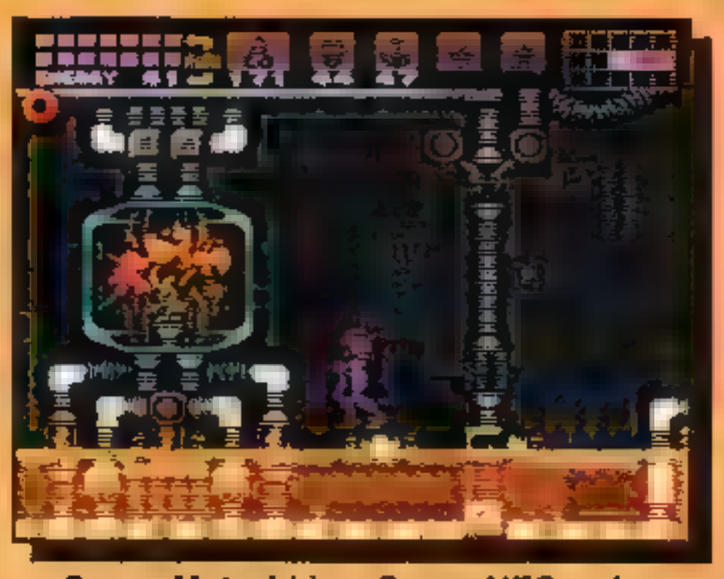
My friend Mike and I always have arguments over which is better, Genesis or Super NES. I say Genesis, because of its games. Some of which may suck, but usually the games kick butt. Mike always comes up with something like, "But Nintendo has some odd number of colors!" or "It just has better graphics," and "The Super NES version is better than the Sega version!"

I just [looked at] the March issue of *EGM* and read the articles about what Sega is coming out with and how they are beating Super NES

I want you people to try to settle this argument, find out from top people, kids, parents, whatever ... which is better? Genesis or Super NES?

Kyle Koster
Wheat Ridge, CO

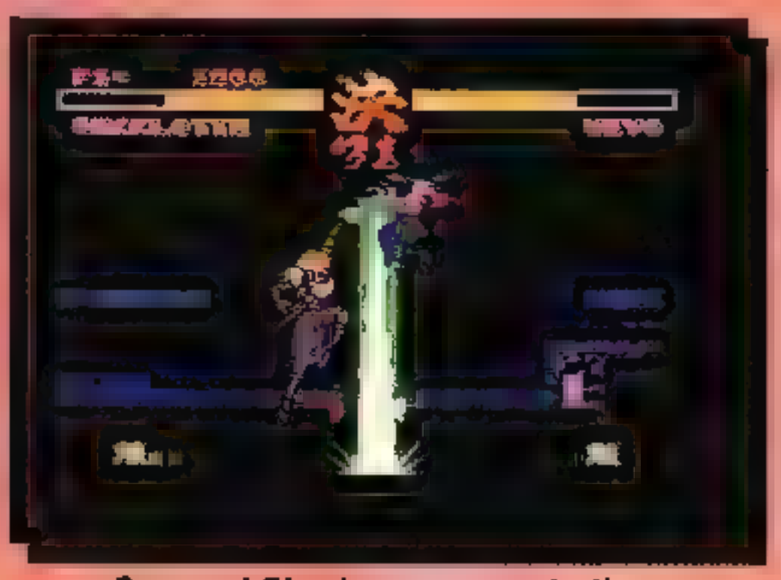
(Ed. This is an age-old question. The fact is that there is no answer. If you enjoy the games on one system more than the other, then of course you're going to think it is better. All systems have their share of substandard games, it goes with the territory. The Super NES performs the best with fighting games, arcade translations, RPGs, and side-scrolling adventure games. The Genesis excels in the area of sports, action games, and shooters. If you're a fighting game maniac, then the Super NES is a good choice. If you like sports games, then the Genesis is your system. The Genesis loses out in arcade translations, however, because that type of game demands colors and sounds that the Genesis, unfortunately, doesn't have. Both companies stress their good points, and Sega releases a lot of sports and action games, because they know that the Genesis is best suited to handle these types of games. Not that the Super NES doesn't do a fine job. Nintendo releases games that take advantage of the Super NES' capabilities, like Mario Kart, Super Metroid, and Zelda. So, I guess the answer is, they're both good—it just depends on the games you like to play.)



Super Metroid is a Super NES-only title that features lots of adventure.

NINTENDO QUESTIONS

What I want to know is, why all the games like World Heroes 2 and Samurai Shodown were never put on the Super NES or Game Gear? Why is everybody putting down Nintendo, I mean Sega's Mortal Kombat has hardly any sound, the graphics are blurry, and the only reason they're making money is because of the blood and fatalities? This isn't the only game that's messed up. Don't get me wrong or anything, in fact I think the Sega CD is an awesome system. Will Mortal Kombat II ever come to the Super NES,



Samurai Shodown comes to the Super NES courtesy of Takara this fall.

and will it have all the original fatalities, blood, background, sound, and graphics? I know you guys at *EGM* will let us game players know about it. Is it true Nintendo is making a CD system of their own? I wonder if Nintendo and Sega will team up and make a giant system. It will be the talk of the century. Keep up the magazines, they're great.

Kevin Garcia
Jacksonville, FL

(Ed. Samurai Shodown and World Heroes 2 are coming to the Super NES later this year from Takara. MKII for the Super NES has everything in it. Nintendo shelved plans for a CD. A team-up?! Not likely.)

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INTERFACE
LETTERS TO THE EDITOR

HOW DO I PROMOTE MY 'ZINE?

I am a soon-to-be fanzine editor and have run into but one problem. I don't know how to advertise nationwide! I realize that there are several lists of fanzines (with their prices and addresses) similar to that of your January 1993 TurboForce article (vol.3), but as of now, I don't know how to get my fanzine on any of those lists.

So, if you could just suggest a few, I would be very thankful. Thanks again for your help (which, by the way, I could not do my mag without!) and your time.

Tom McQuail II
Quakertown, PA

(Ed. There are lists available, but the best way to get your fanzine known is to send it to other fanzine editors. Write them a letter in advance, telling them you'd like to trade with them, and see if they'll promote your new 'zine in theirs. You may also want to send a copy for review in Fandom Central in EGM². You don't have to spend money advertising if word of mouth works just as well.)

NINTENDO MANIFESTO

What is this? You are always putting Sega down. Why is this? I'm really ticked off. Every Genesis game usually gets poor ratings. I saw the ratings for World Series Baseball: 8, 7, 8, 7, 6. That really made me mad, it should have at least gotten straight 8s. But do you really want to know what makes me mad? The ad for the Super NES smashing. It asks which system has a European Porcupine (Sonic) for a mascot. What in the *[Ed —rhymes with 'fell.']* kind of question is that? That porcupine could rip Mario to shreds. And the ratings for Street Fighter II CE for Genesis are all wrong. My brother has the game and just because it doesn't have the color and sound the Super NES has, doesn't mean it's a bad game. That ticks me off. The control is excellent and the moves are easy to do. And unlike the Super NES, you don't have to do a trick to get 10 stars and it has a group battle. And every kid I know has a Genesis. And at least Genesis has a rating system and blood on their games instead of sweat, like on the Super NES. The sales are 63% (Sega), 37% (Super NES). Oh, in issue 58, the new Game Boy is a stupid idea. Because if you own a different system besides Super NES how is it going to work? I own a Genesis and a Game Boy and I will not spend more money to go and buy a Super NES and a new Game Boy. And which system has a CD? Genesis. I'm sorry, but Genesis is the better system. Oh, and do you know when SSFII Turbo is supposed to be out?

Ian Derksen
Clovis, NM

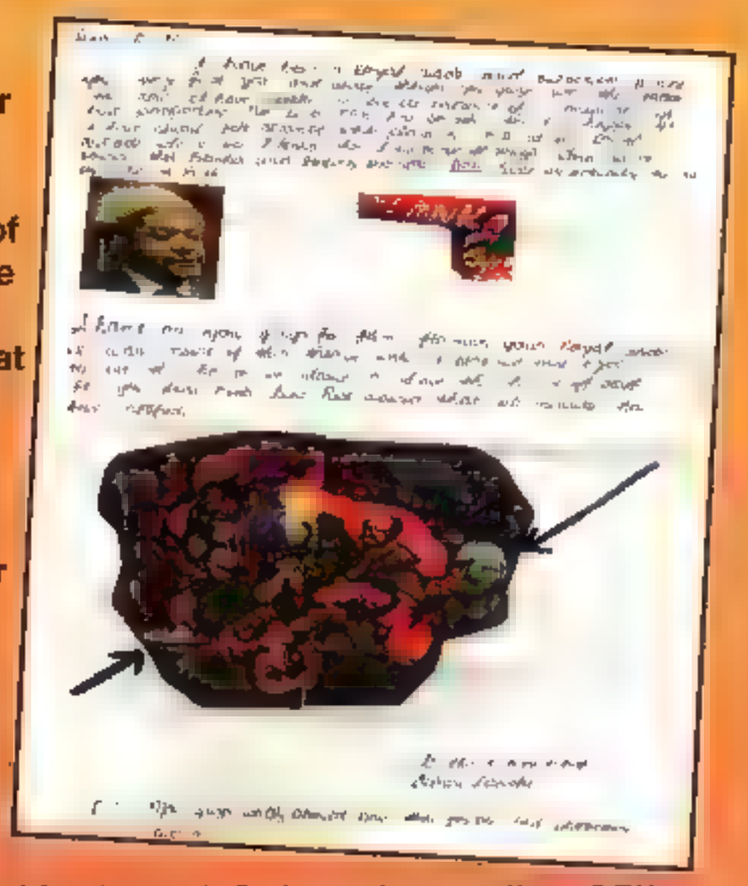
(Ed. First off, a reviewer's opinion is another person's opinion of the game. Yours obviously differs, and that's fine. The Genesis version of SFII CE got three 8s and a 9 in the November 1993 issue (#52). The blood argument will soon be irrelevant, because both systems have it in MKII. Your sales figures are a bit messed up. According to recently published sources, the market share is just about 50/50. In your area, maybe everyone you know owns a Genesis, but that may not be true in other parts of the country. Do any of your Genesis-owning friends also own a Super NES? The Super Game Boy, which you mention is a Nintendo-made peripheral only for the Super NES. It is interesting that you mention the Sega CD, yet you also say you don't own one. What's the difference then if they have one or not? Going back to the Letter of the Month, you seem to like sports games, and you own a Genesis. You don't need to give any other reason why you like the Genesis. Why trash the other system just because you don't own it? Maybe if you sat down and tried it, you'd like some of the games. Sit down and play the other system's games before you bash! Sometimes you'll find that a few of the other system's games are ones that you feel are great. If there's a game you like, maybe look for a version of it coming to your system. If there isn't a possibility of it coming over, then there's no better time to invest in another 16-Bit system than now. System prices have dropped dramatically over the past few months, and with store sales and promotions, you could easily pick up one of the 16-Bit systems for a cool $80. That's not much more than the price of a game, and you'll be able to pick and choose a library of the best games for each of the systems. Then you can't lose. Some rental stores rent out systems, so try that. Or, if you have a buddy that has the 'other' system, trade with him/her. They'll see the good games for your system, and you'll see the hits for his/hers.)

ASCII'S LETTER OF THE MONTH!

If you think you have what it takes to contribute to society, go write to Newsweek. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition *EGM* T-shirt proclaiming your fondness of and psychosis to video games!

Dear *EGM*,

I have been a loyal reader and subscriber since your very first year and always thought you guys were the greatest, until now! I have recently uncovered evidence of a conspiracy of epic proportions. Not since JFK has something this big happened! I have always felt strong while playing SFII at my local arcade when I saw Blanka. Then I discovered through ultra-secret sources that Blanka and boxing promoter DON KING are actually twins separated at birth! Shame on you guys for flim-flamming your loyal readers. I was unsure of this theory until I strained my eyes to see this horror in issue 51. Save this kind of stuff for your April Fool's issue. Rest assured that *60 Minutes* has been notified.



Thanks go out to Ashley Speight of Rockingham, NC, for this startling SFII revelation. Ashley will be receiving an *EGM* T-shirt and the satisfaction of knowing that Blanka and Don King have been reunited. Family photo everyone!

video JUKEBOX VJ™

NETWORKED MULTI-CARTRIDGE DOCK

Rack, Stack, Jack!

Breaking News from Silicon Valley!

Video JukeBox Ready for Prime Time!

Releases for Sega Genesis, SNES, & Atari Jaguar Soon!

This radical new technology utilizes nuclear radioactive electrolytic cell micronization covered with a silicon outer shell with a 6 cylinder overcam suspension!

HUH?

Just pullin' yer yank, man. The Video JukeBox™ (nick-named the VJ) really uses a crankin' computer-driven, silicon-based ASIC that allows you to switch between 1 and 6 carts on the fly. But wait, there's more! You can attach more than one VJ together to hold 12, 18—up to 36 carts! The more VJs you snag, the more of your games are networked! Killer!

Once the carts are jacked-in, you'll never have to rip 'em out. A black steel outer shell to match your stereo makes it durable with a kick-butt look! A quality product at an excellent price, would not you agree? No doubt. At $49.99, even your mom will bark for one. Convincing her or the old man should be easy. Just tell 'em it'll keep your carts off the floor, so any paralysis resulting from slipping on your carts and doin' a half-gainer into the TV would be indubitably impossible.

Grab a VJ or two or three at Babbages, Electronic Boutique, Software, Etc. and other popular hang outs near you. For other store locations, pick up the portable and call!

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INTERFACE
LETTERS TO THE EDITOR

WILL IT BE BLOODY, OR CLEAN?

I am a Mortal Kombat fan and a Super Nintendo owner. I found the Super Nintendo version of MK to have much better graphics and sounds than the Genesis version. The only problem with the Super NES version was the lack of blood. Now that MKII is being made for the Super NES, is there a chance that this version will have any blood in it? If Nintendo chooses to not put blood in it is there anything I can do to change this? Will Nintendo put the blood back in MKII if there were enough complaints?

Brian Greenfelder
Lexington, OH

The blood will be intact in all versions of Mortal Kombat II.

(Ed. When Mortal Kombat II is released for the home systems in September, the blood will be present in all versions. That means then that Nintendo has changed their guidelines to go along with the new industry-wide rating system. I don't think complaints about the blood pressured them into changing—I believe it was sales of the first Mortal Kombat cartridge. If the blood had been in the Super NES version, you're right, it would have outsold the Genesis one. If the senators thought that the original Mortal Kombat was bad, wait until they catch a glimpse of this! There's no doubt more media coverage will be forthcoming on this hot sequel. Speaking of which, if you're an MK fan, you might want to check out Mortal Kombat—The Album. It's different than the CD single, and it has techno tracks named after each of the Mortal Warriors. The CD booklet also has artwork from the forthcoming comic book. Samples from the game mixed in with techno bass beats. Pick it up at your favorite music store.)

HIGHLY JAMMABLE

We think that NBA Jam is an excellent game. A few things could be changed or added to make a good game great. Below is a list of what we think the sequel to NBA Jam should be like:

1.) Title. NBA JAM II—The Ultimate Jam
2.) There should be different dunks for different players
3.) More spectacular dunks when a player is "on fire" than when he is not
4.) More challenging game play—better AI.
5.) Three players to choose from, but you can choose only two to play as in the game.
6.) Play as all-time greats (retired players), with or without the use of a code.
7.) More enthusiastic announcers with better sayings.
8.) Announcers say, "Nice shot" and "Way to go" after you make a difficult shot.
9.) Saveable stats—seasonal (use birthday and initials, along with a code to access stats).
10.) Have a Playoff Option.
11.) After you win the championship—play against all-time great players and custom design your own players:
- Start low with abilities and work your way to the top.
- Use point-type system to reach peak performance.

12.) Be able to break backboard at least once per quarter.
13.) Different types of backboard-breaking—shattering.

What will the sequel to NBA Jam be like? These guys have got some ideas.

14.) Automatic instant replay on spectacular plays—option to turn it on or off
Thanks for your time and keep up the great work.

Mike Collier and Jacob Archer
Marysville, OH

(Ed. You guys have some great ideas here. Maybe Midway will add these features in to their next Jam arcade game, and, of course, the home versions! Maybe they would want to release a special update just for home play?)

WHAT IF!

Ever had a revelation? Okay, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

WHAT IF...

...Sega came out with Sonic 11 and Sonic didn't have enough fingers to do the ad?
Chris Ganske, Winchester, VA

...Dhalsim had to blow out a candle?
Isaac Phillips, Lexington, SC

...Nintendo made a CD-ROM?
Rocky Simms, Felton, CA

...The characters from Mortal Kombat were a team on Mutant League Football?
Michael Pendleton, Kingsland, GA

...Kitana had a "fan" club?
...Gunstar Heroes met the World Heroes?
...Capcom brought out as many Street Fighter sequels as Mega Man?
Frank "Shinobi" Gimmi, Franklin Square, NY

...Goro rated video games? (Four thumbs up).
Aaron Risser, Millersville, PA

...Capcom made SF2 for the 2600?
Steve Krawczyk, Jackson, TN

...Nintendo and Sega merged?
Haralds Jass, Vancouver, B.C.

...Nintendo's game approval staff consisted of only mothers?
Clay Adams, Houston, TX

...Guile wanted to marry Sonya and Chun Li is jealous?
Minhtien Nguyen, Groveo, TX

...Kung Lao got a bad haircut and threw his hat at his opponent?
...There was a game called RoboCop vs. Stimpy?
Joseph Udell, Honolulu, HI

Send your 'What If's' to:
EGM What If's
1920 Highland Ave. Suite 222
Lombard, IL 60148
Or include your 'What If's' as a P.S. on a letter or postcard you're sending in.

WE'RE LOOKING FOR A FEW GOOD MICE!

Characters from the popular animated movie, "An American Tail," and the hit home video are now in America's Most Wanted video game!

"Fievel Goes West," for play on Super NES, features the world's feistiest mouse in a Wild West adventure with multiple levels of challenging fun. Incredible graphics and awesome stereo sound bring the magic of the movie right to your fingertips.

Yep, pardner, mosey on down and lasso it for yourself!

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INTERFACE
LETTERS TO THE EDITOR

SEQUEL STORM
WHAT SHOULD THEY IMPROVE?

We name a game that doesn't already have a sequel, and you send in ideas on what you'd most like to see. Don't make it too lengthy, just jot down ideas, and we'll draw a few from the pit.

This month, we turn to an old friend. The game that Tim just can't get enough of! It's Nintendo's *Super Mario Kart*, a fantastic game that we think rightfully deserves a sequel. Got any ideas, readers? Send them along to us and we'll collect a list of the best and print them! INTERACTIVE MAGAZINE, I love it!

LAST ACTION 'HAMMER BROS.'

I would like to let your readers know about my recent decision to part with all of my Nintendo hardware and software.

I'm an adult in my late 20s who has owned a Super NES since the system was originally released. I was satisfied with the games until Nintendo started up with their fascist censorship policy and began to butcher their games. Nintendo's attitude of not caring about what the customer wants to see, and still expecting us to run out and buy their "toned-down" rubbish, irritates me immensely to say the very least.

That alienation, along with the desire for better games, prompted me to buy an Atari Jaguar. I've owned my Jag since it became available, and have nothing but praise for the hardware and software. I also feel good about seeing "Made in the USA", and "Printed in the USA" on Atari products.

Atari is not going to censor their games, and they now have a multitude of third party vendors about to deliver a deluge of awesome games including Wolfenstein 3-D, and Doom. Since I received my copy of Tempest 2000, I have sold all of my Nintendo carts, and the money from said sales will be going into a Jag CD-ROM system when one becomes available.

Not wishing to propagate the Nintendo obscenity further than necessary, I destroyed my Super NES deck with a sledgehammer, and left it outside to rust in pieces.

To close this letter I wish to state for the record: I will never give Nintendo another penny. Their Project Reality that is alleged to be in development is supposed to be cutting-edge hardware. Who cares? If you can't play the kind of games you want to on it, the system is useless.

Buy Atari. Quite simply, they are the best. And Editor, why is *EGM* #54 the only issue with the Jag on the top of your front cover? Better put it back to let people know you guys support the Jag!

John Brennan
Meriden, CT

(Ed. You say you bought the Super NES when it first came out, and then bought the Jag when it was released, and trashed your Super NES. Did you own any system before the Super NES? Any new system is going to need time to gather a software library. The games you mentioned are not released yet. You also say that you can't wait for the CD-ROM. What if that never does become a reality? Just because it's been announced does not mean it will reach your hands. Example: the Super NES CD-ROM. I believe you made a mistake by trashing your old system in favor of the new one. When you throw out the old one, you're putting all your energy into the new one. If games aren't released fast enough, you're probably going to get impatient. Just because new hardware is released, it doesn't mean you should destroy your older system(s). If you hold onto it, then you'll have something to play if your new system dies. Seeing the "Made in the USA" logo doesn't mean that all of the parts are made in the USA. The Atari Jaguar is made up of parts which are manufactured in other areas, not necessarily the U.S. The Jaguar is assembled in North Carolina, at IBM's plant. Atari is also adopting the industrywide ratings system that will be introduced this fall. There aren't enough games out yet to make the judgment that Atari's going to censor or not censor their games, although it's safe to say that they won't. Nintendo has let a lot of people down with promises of CD-ROM technology and 32-Bit and 64-Bit systems. No one knows what they've got going. For all we know, Nintendo may actually have hardware that will blow everyone out of the water. Nintendo isn't letting any secrets out, and that's good. They should definitely stop sending out messages that they have this or that in development, when they know very well that they don't. Releasing the Project Reality now would kill Nintendo's Super NES work, and it would jeopardize their future. Same with Sega's Saturn. If they release it now, they'll jeopardize the Genesis and its popularity. That's why Sega's got the 32X. Maybe Nintendo will have an upgrade as well.)

THE SWORD IS...
LETTER WRITING CAMPAIGNS

You got a cause? Do you want to try to get a Japanese game released here? Here's the place to show your feelings and encourage others who feel the same way to write in. We get you the addresses and tell the world what you started. Write: The Sword Is, 1920 Highland Ave., Suite 222, Lombard, IL 60148.

MORTAL KOMBAT II
For the Atari Jaguar

Why not start off with something that a lot of you have included in your letters. Williams Entertainment is an Atari Jaguar licensee, and Williams owns Midway, and Midway makes Mortal Kombat II for the arcade. Could it mean? GASP! that MKII on the Jaguar could become a reality soon? Here's the address of two companies you can write in an effort to persuade them to make this game on the Jaguar. Tell them why you'd like to see it:

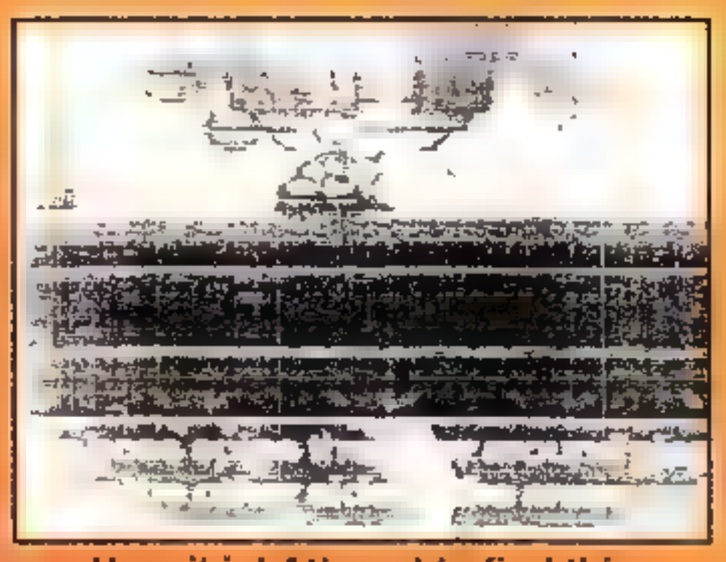
Williams Entertainment
2400 So. Hwy. 75
Corsicana, TX 75151

OR

Atari Corp.
1196 Borregas Ave.
Sunnyvale, CA 90640

BAD PHOTOCOPY CONTEST!

A great feature to EGM is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blew it up, oh, 800% and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it! This



Here it is! Attempt to find this picture in the magazine, if you can!

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INTERFACE
LETTERS TO THE EDITOR

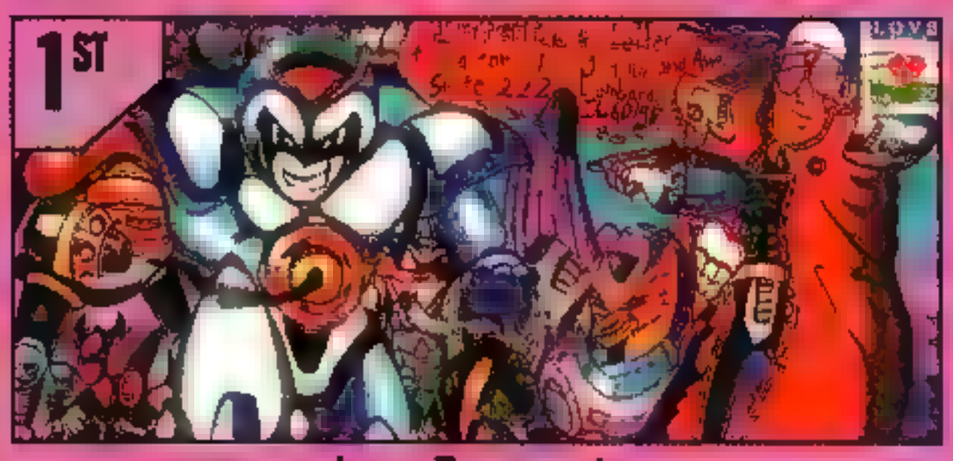
NEW SYSTEM WOES

A few months ago, I was happy. There were only a few good game systems out on the market, and they could all do basically the same things. But now, things have changed and I'm miserable. Several new systems have come out, each claiming that they have new and better technology that the others lack. I'm confused. Most of the new systems out there look like they have potential, but which ones are going to become popular and successful, and which ones are going to fail? I'm the type of person who likes to keep up with the gaming industry, but I don't want to go out there and buy an expensive system only to find out six months later that they've stopped making games for it. I realize that in this case, it's hard to predict the future, but in your opinion, what game system out there has the most potential? Or should I just wait a few months until systems like Sony's PS-X come out before I purchase a new game system? Help!

Nathan Fountain
Plymouth, MI

(Ed. The choices are getting harder and harder as more and more systems are announced and released. The way that you can decide on a next generation system is by spending the time to try it. The major video game retail outlets (Babbage's, Electronics Boutique, Software Etc.) have demo tapes of these systems in action which you may want to check out. Other electronics stores have demo machines set up for customers like yourself to try the system out before plunking down a stack of cash. Play the games and look at the other choices. A good selection of already released games and assurance that more are on the way doesn't hurt either. Talk to the people who work at the store, and call the customer service lines. Get information on each system by reading it in this magazine. Do whatever it takes, but I would strongly suggest sleeping on it before you dive in. No one can guess as to which systems will fail or succeed. The systems that have interested developers with the technology are usually a safe enough bet. But then again, wait for games to be on the shelves before you buy a system. It took the Super NES a while to get games out, and once it did, the system did well. The story is the same for the Genesis.

EGM ENVELOPE ART!



Jesus Tamayo, Jr.
Huntington Park, CA

What do you get when you cross a Michelangelo with a Mario? You get *EGM*'s envelope art! Send us your best scenes and if you get first place you could win a FREE Fire Stick donated by G & C Joystick Mfg. Only in the Biggest and Best Video Game Mag! Intensity 101!

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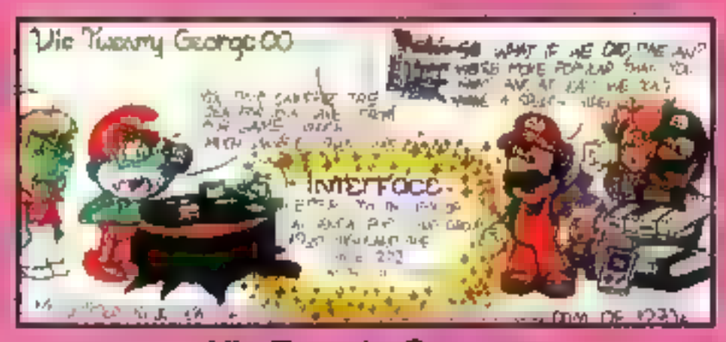

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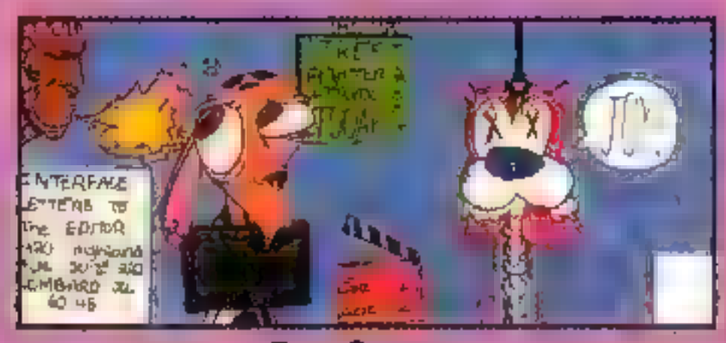

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The Bad Boys who made Road Rash™ are back to thrash in Skitchin' for the Sega Genesis. Grab your skates, steal a ride on a car bumper and yer off. The competition is rough, so you'll have to take them out one by one with your bare fists or with weapons like a baseball bat, a crow bar or a whip. Skatin' and Hitchin' —Skitchin.' It's Bitchin.'

• Takara's King of the Monsters 2 & Fatal Fury 2

Brawlin' is back in these stellar blockbuster sequels. First, trash cities and bash enemies to show who is the King Kong in King of the Monsters 2! Then, join the Bogard brothers and Joe Higashi in the fight-fest Fatal Fury 2! Geese is gone, but Wolfgang Krauser more than aptly fills his evil shoes...

• U.S. Gold's Flashback

The award-winning sci-fi title provides hours of fun with intense action and strategy that gamers have come to love! If you liked Out of This World, this takes that premise to new heights. It doesn't get much better!

• Vic Tokai's Columns III

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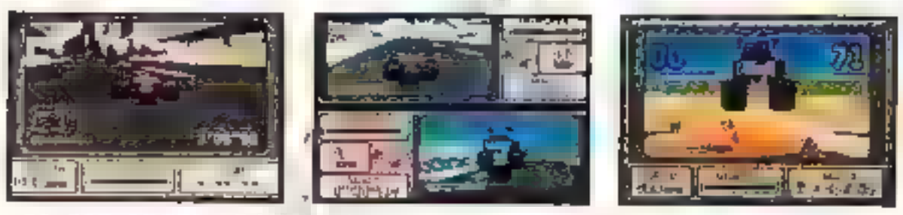

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REVIEW CREW

18 GAMES REVIEWED!!!

Donkey Kong, Breath of Fire, Air Strike Patrol, World Heroes 2, Super Street Fighter II, Super Godzilla, Battletech, Stunt Race FX, Art of Fighting, Fatal Fury 2, Brutal, Top Hunter, Shock Wave, Vay, Who Shot Johnny Rock, Microcosm, Dragon's Lair, Sonic Spinball

MEET THE REVIEW CREW!

ED SEMRAD

Ed's been playing Battletech every morning with Major Mike. Currently he claims to be the best gunner in the Inner Sphere, while Major is the agile pilot.

Current Favorite Games:
Donkey Kong; Battletech; MK II

DANYON CARPENTER

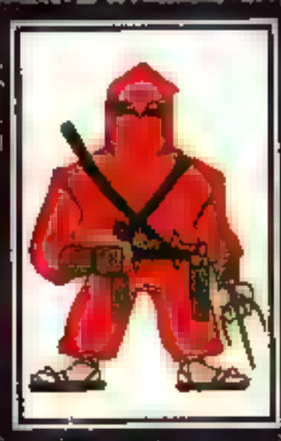
Dano's been having fun racing with Stunt Race FX. Although it doesn't have the same "pizazz" as StarFox, he just can't seem to get enough of the action.

Current Favorite Games:
Super Metroid; WII2 Jet; Stunt Race FX

AL MANUEL

Aahhh! ("What's that smell?") The Summer CES is finally here! Maybe he'll find a few games he might like besides NBA Jam and Super Metroid. "Rub my brain!"

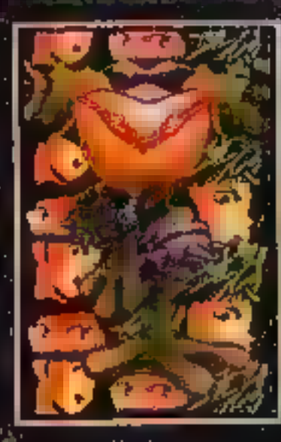
Current Favorite Games:
NBA Jam SNES; Super Metroid; In the Hunt-Arcade



SUSHI-X

The ninja/assassin/game expert is jetting in for the CES. Seeing as how he's not used to the summer heat, maybe we'll get to see what's under that costume! Eeww!!

Current Favorite Games:
Dals Panic 2; R-Type III; Strip Poker



MIKE WEIGAND

Looking forward to the CES, Mike is getting ready for the plethora of games that will be on display. He is glad Jaleco picked up the rights to R-Type III for a domestic release.

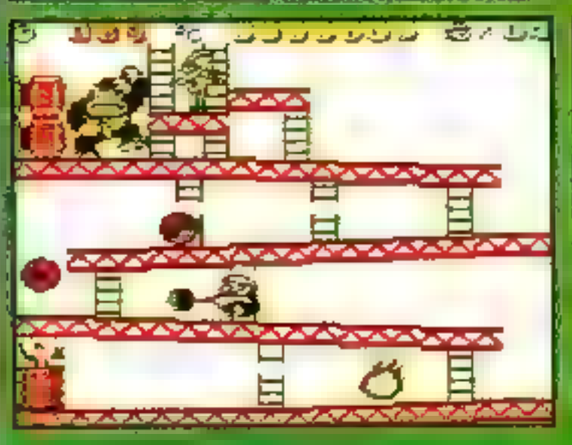
Current Favorite Games:
Fighter's History Dynamite; Macross (SFC)

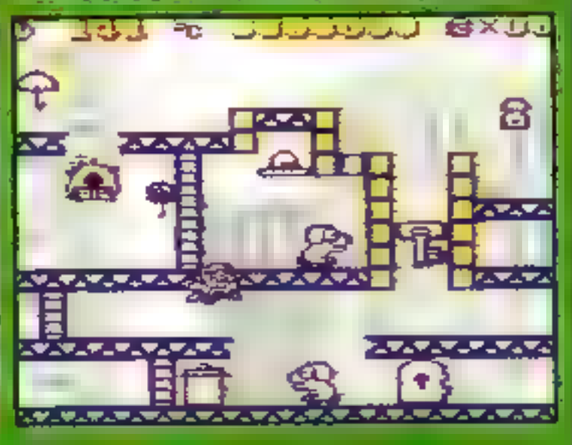
GAME OF THE MONTH

Game Boy | Nintendo

Donkey Kong

Action	Now
Levels: N/A	N/A





ED SEMRAD

Boy, this sure brings back memories. All the fun of the arcade is here, plus a whole lot more. Donkey Kong has more features, including a save function, cool new cinemas, never before-seen levels, and color using the Super Game Boy. I can't stress enough how good Nin's games are. On the plain old Game Boy, it's OK. But on the TV, it really rocks! I'm buying a Super Game Boy just for this remake of the old classic.

8

DANYON CARPENTER

Welcome to the biggest surprise hit of the year. I had no idea that this game could offer so much in such a tiny package. Donkey Kong brings back all the best aspects of the arcade, while introducing new concepts, making the game even better. Although color definitely helps the score, the game looks and plays just fine on the old GB. Great job Nintendo! It looks as if you'll be selling plenty of Super Game Boys for this.

8

AL MANUEL

This game caught me totally by surprise! As the first title for the Super Game Boy, I am very impressed. The amount of color in the game is pretty amazing. I like the cute musical theme. And like all Mario games, DK has some of the finest control. The many new levels are welcome. The only reason this gets a lower score is that it's not as impressive on a Game Boy, even though it's still very good. I like this a lot!

8

SUSHI-X

Good old Sushi has flipped his lid! I actually enjoyed a Game Boy cart. True, I played it on the Super Game Boy in color, but the tried-and-true Donkey Kong plays great on the portable. The levels and even the sounds were faithfully reproduced. As for the graphics, I couldn't believe how close it looks. I highly suggest this cart. I still can't believe I like a Game Boy cart, but then again it wasn't on a green screen.

8

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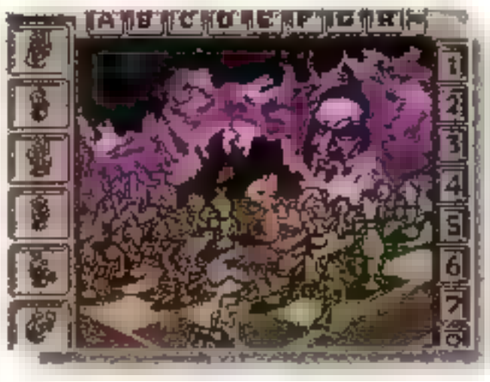

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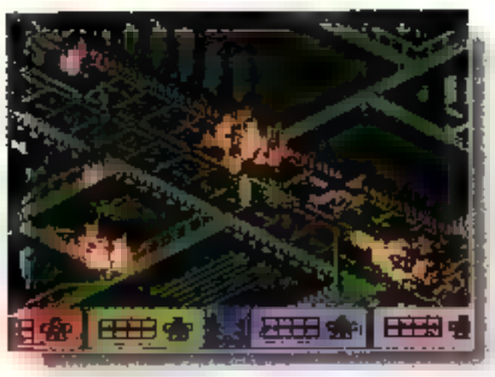

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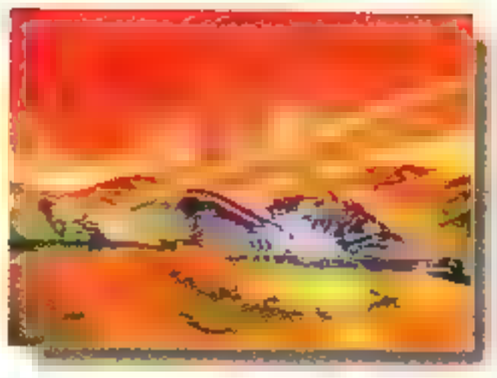

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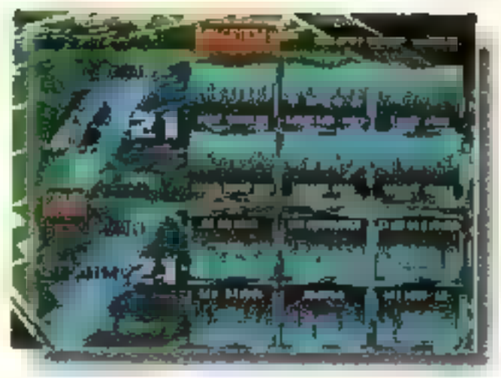

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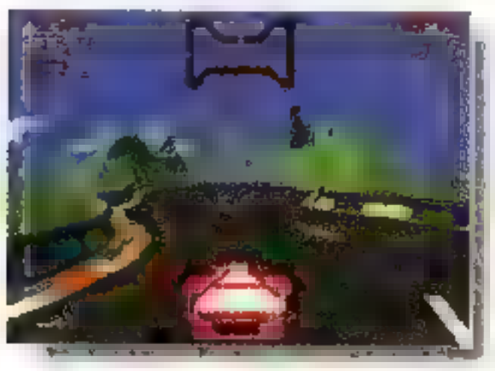

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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Breath of Fire
Square Soft/Super NES

The folks at Square (Final Fantasy, Secret of Mana) know a good game when they see it. They did RPG fans a great favor by buying this game from Capcom of Japan and bringing it to the States. Even if you are not a big fan of these kinds of more deliberately-paced strategy games (as I am), you'll still get hooked on this one! This game has hours of play involved, and just when you think you've played it completely, something new pops up! Excellent graphics and sound (the music is a nice touch) make this a winner.

ED	DANO	AL	SUSHI	MIKE
8	8	7	8	9

Air Strike Patrol
Seta/Super NES

This military simulator is a lot like the attack-chopper Desert Strike and Jungle Strike games from Electronic Arts: a slanted perspective where you must guide your aircraft through several missions. Veteran players of these kinds of flying games will immediately take to it; but for others it will take practice to get the game control down (being a jet, you may have to make several passes over a target in order to destroy it). Still, the cinemas are well done (the GNN news is a nice touch), and there are plenty of weapons to use.

ED	DANO	AL	SUSHI	MIKE
7	6	4	4	7

World Heroes 2
Takara/Super NES

The Neo•Geo madness continues with another excellent conversion of an arcade game to the Super NES platform. One advantage of this version is the ability to play as the Boss characters (especially Neo Geegus who can morph into any fighter). The speed setting is also a plus (the top speed setting is pretty fast) and the tug-of-war Survival Matches (with various hazards in their stages) have been retained from the arcade. Some moves could have used a bit more animation (like Hanzo and Fuuma's uppercuts). Overall it's a faithful translation.

ED	DANO	AL	SUSHI	MIKE
8	7	6	8	8

Super SFII

Super NES | Capcom

Fighting	Release: Now
Levels: N/A	32 Meg

I'm getting a little tired of having to buy a new SF game every year. Sure this game has four new characters and a nifty Tournament Mode, but why get this one when you can wait a year for the next one? Super SF II plays the same as before, but the voices are horrible and the graphics need a few touch-ups. Capcom needs to totally redo this game to get my interest back. It's just more of the same.

6

As much as I hate to do this, I cannot give this game an outstanding score. Why? It's simple. It's not worth buying SF2 again, just for new characters and a couple of new options. Oh sure, the game plays as good, if not better, than SF Turbo and the four additional characters add a bit more challenge, but c'mon already, enough is enough. Alright class, let's see if we can count to three! 1... 2 ... sorry!

7

YES! Another game continuing the SF series. The graphics are the best they have ever been and the sound is near-perfect! The addition of mucho playing modes makes the game even cooler! Too bad it's not #3 though. Let's face it—although I like SSF2, I have to admit it's a bit frustrating to have to upgrade to another SF game every year and it's not the third game. C'mon Capcom! Let's get #3 out next year ... please!

7

As the fighting aficionado, I have to admit that this is the best fighting cart thus far. Still, I can't help but long for a new challenge, not just four new challengers. The additional guys are fun to try, but I'm looking for Capcom to go all the way and release number 3. Fighting fans who are familiar with the series will love it. It plays and looks as good as you'd expect. Is there enough new stuff to go buy it? Well, you decide...

8

Super Godzilla

Super NES | Toho

Action	Release: Sept.
Levels: 30	16 Meg

Super Godzilla does a good job of giving you the feel of the movies, but it moves very slow. Most players will probably get frustrated by the monsters, especially Battra. You can only hit it with a certain distance, and it keeps you zoned. The graphics are good, and the music has some very familiar tunes. If you are looking for action, you'll be disappointed by SG, but fans of the movies will probably eat it up.

7

Once again, rubber monsters threatening the city don't excite me. If you're looking for a fast-paced action game, you'd better look really far from here. Godzilla is a military strategy-type game, and although I really dig strategy games, I just kinda (ZZZ) fell asleep during the game. Even if you manage to stay awake and make it to a battle, you'll get ticked off by the barrage of cheap hits that you can't seem to avoid.

6

If I were to rate this game by how exciting it is, I would probably need to request some Vivarin. The pace of SG is very slow, especially in the sequence where you must guide the big green monster through cities, fields, and other boring areas—all just to find power-ups for him. And when you get to the stage Boss, it turns into a fighting scene that really isn't one. It's more of a strategy game. It just didn't keep my interest.

5

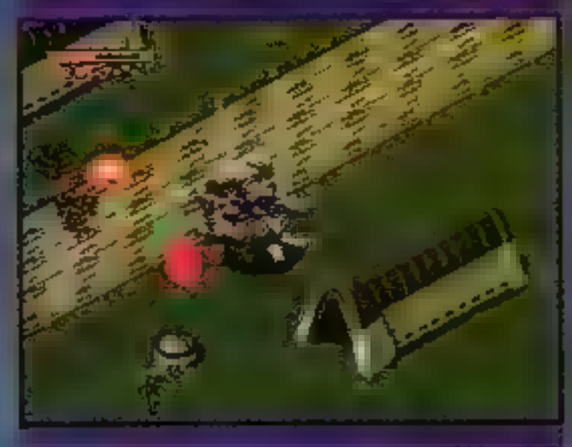
I like the whole Godzilla thing, but this game seemed to move a bit slow. The walking scenes seemed redundant. Also, the fighting scenes with the Boss really lacked the technique that I've come to enjoy in fighting carts. However, the graphics and sounds are done rather well, and if you're patient, you might be able to get into this game. I just long for more destructive control over Godzilla.

7

Battletech

Genesis | Extreme

Action/Adv	Release: Now
Levels: 6	8 Meg



Battletech is fairly faithful to the FASA RPG/board game. The diversity of the missions and enemies are a welcome sight. The One-player Mode is really difficult to play, but Two-player really rocks. Major and I were able to get to the fourth level working together. The graphics and animation are something special. My only gripe is that you play a Clan mech, but you have no choice which one. This is one to get.

9

Hey, now this is pretty cool. Even though the game seems like it's meant for hardcore Battletech players, anyone could just get right into the act on, but only if you've got two players. The game is really tough with one player. The attention to detail is immaculate and the challenge and fun factor don't wear off, even after many hours! Battletech will prove to be a sleeper hit among action and simulation fans!

7

This is one of those types of games that I just can't get into. All you do is go around a field and follow a set of orders to blow up designated areas of an enemy compound. I found it to be more of a tedious chore and got bored rather quickly. On the up side, the graphics were pretty good and I liked the awesome animation of the giant mech you pilot around. The many missions should satisfy those who want a long game.

6

This is a game you can only really appreciate with two players—try this alone and it will get rather maddening! This is a lot like Jungle Strike, with the slanted perspective and areas to attack. The levels get increasingly difficult as things go along. This is definitely not for all players, and some will obviously take to it more than others. I do think it's a must for fans of the RPG. It's a nice two-player incorporation.

7

FIND THE WAY...

REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Stunt Race FX
Nintendo/Super NES

Nintendo's second FX-chip based game isn't as good as I expected. It just didn't seem to have the overall fun that StarFox did. It features four racers that have noticeably different handling characteristics so the purists among you will be happy. The variety of tracks also prove to be challenging. However, the game feels awkward with the touchy steering and the feeling of speed just isn't there. Overall, there are better racing games on the market. It's just too bad since I had high expectations for it.

ED	DANO	AL	SUSHI	MIKE
7	7	6	6	7

Art of Fighting
Sega/Genesis

One of the key features of the Neo•Geo version of this fighting game was the scaling in and out during combat. That effect isn't in this version (I didn't notice it was gone until it was pointed out to me), but otherwise this is identical to the arcade (even the cinemas between fights are kept in). Most of the moves are easy enough to execute, and there are some nice options like being able to fight five rounds instead of the standard three. In the Versus Mode, some fighters have an unfair advantage (like karate), but overall, this is an earnest conversion.

ED	DANO	AL	SUSHI	MIKE
6	5	6	6	6

Fatal Fury 2
Takara/Genesis

All the fighters, all the stages, and extra options not in the arcade (like a speed setting) make this another fine conversion of a Neo•Geo title. Little details (like the guy you can knock off the motorcycle in Kim Kaphwan's stage when you switch lines) are retained, as have the last-ditch finishing moves. However, the sounds could be improved (especially the dizzy sound effect and some of the voices). This is the type of game that can truly be appreciated with a 6-button controller. Excellent opening cinema, though.

ED	DANO	AL	SUSHI	MIKE
9	7	7	7	8

Brutal

Sega CD | GameTek

Fighting	Release: Now
Levels: N/A	CD-ROM

Brutal is visually very impressive, using lots of colors and detail to make it stand out. The music is terrific, and the cinemas are the best for the Sega CD. I like the way your characters build up their abilities as they progress through the game. The story is very well thought out. The actual fighting isn't all that hot, making you rely on jump kicks, rather than techniques. Still, Brutal is a cool game that has unique elements.

8

Brutal throws some new ideas into the over-crowded fighting game world. The concept of having to defeat opponents to learn special attacks is cool, but may be too strange for die-hard fighting game lovers. The CD music is simply incredible and the cinemas are cartoon-like for added fun. Alas, the game suffers from quirky timing. What could have been a hot contender, will have to settle for a lower rank.

6

From the get-go, I was in total awe of the opening cartoon sequence and other cool details of the game, like the various animations of each character through the Player Select Screen. Very original! But once I got to the game, I was really let down by the poor play control. The fighters moved like molasses and it seemed unresponsive. Maybe this whole CD should have been a cartoon from the beginning.

5

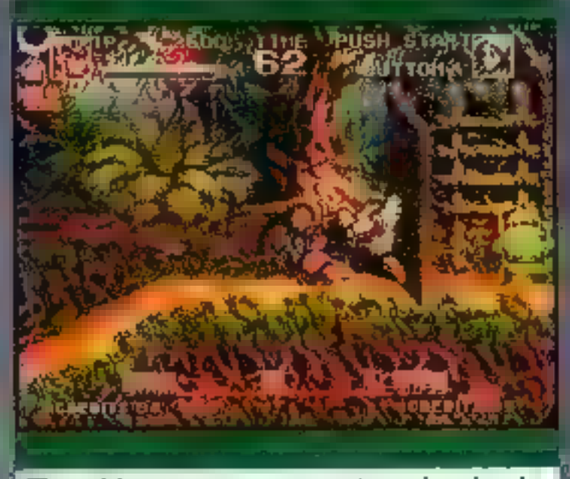
I have to admit to loving the look of this game. From the opening cinemas to the cute animal fighters, the game is an eye-pleaser. It only got better when I learned the strategy of earning special moves and the elaborate story and philosophy behind the game. The problem is that it plays a bit sluggish and the reaction time needs to be a bit tighter. It plays like a real sparing match, but gamers may not be used to this.

6

Top Hunter

SNK | Neo•Geo

Action	Release: Now
Levels: 5	110 Meg



Top Hunter is a spectacular looking game loaded with lots of techniques and power-ups. This game gives you the opportunity to play in both the foreground and the background, similar to Fatal Fury. The graphics and sound are simply too cool for words. The only real flaw with the game is that you can breeze through it rather quickly. However, it's great as a one-shot deal. It's fun, but too expensive.

8

As with all Neo games, it's easy to get suckered in by the outstanding graphics and sound. But Top Hunter required little brain power to blow through it, making it a less than ideal choice for purchasing. You will, however, find lots of techniques to learn, strange Bosses to defeat, and excellent play control. But the difficulty, even on the hardest setting, is still way too easy. It's a good quarter muncher, though.

6

Hey! A Neo•Geo game that isn't a fighting game! Anyway, the graphics are awesome and superbly drawn with plenty of color and detail. The background music is cute and is orchestrated well to match the game. The sound effects, especially the explosions, will rock your speakers! The control is very responsive. Even though it has these things going for it, the whole concept wasn't original enough.

6

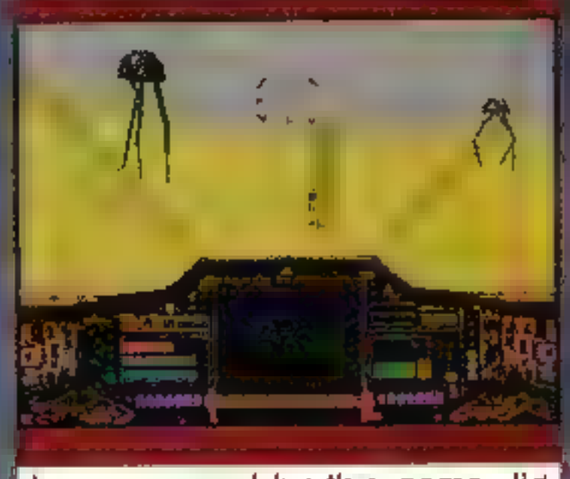
This game looks awesome. The characters, Bosses, and backgrounds are well drawn. To accompany its good looks are high quality sound effects and almost orchestral music. There is plenty of technique, like fireballs and dragon punches, to keep the play fresh. It also boasts the famous 3-D hopping like the Neo fighting games. I especially like the two-payer simultaneous action.

8

Shock Wave

3DO | Electronic Arts

Shooter/Sim.	Release: Now
Levels: 12	CD-ROM



I was amazed by this game. I'd been expecting some cheesy full-motion game, but this is one hot title. The cinemas make it seem like a movie, and the graphics of the actual game have to be seen. Plus, you can go where you want . . . well almost. The video is smooth, and everything gives the game a dramatic feel. This game is a must if you have a 3DO. I think you'll be as surprised as I was. It's an experience!

9

Here's another wild shooting frenzy for the 3DO! The first thing anyone will notice is the attention to detail in the opening cinema with, dare I say it, good acting. The game itself has a nice non-linear feel to it with action and intensity to keep you coming back for more. As with many of the 3DO flight sims, it had touchy controls (maybe it's time for an after-market controller), but it's nothing a little time can't solve.

8

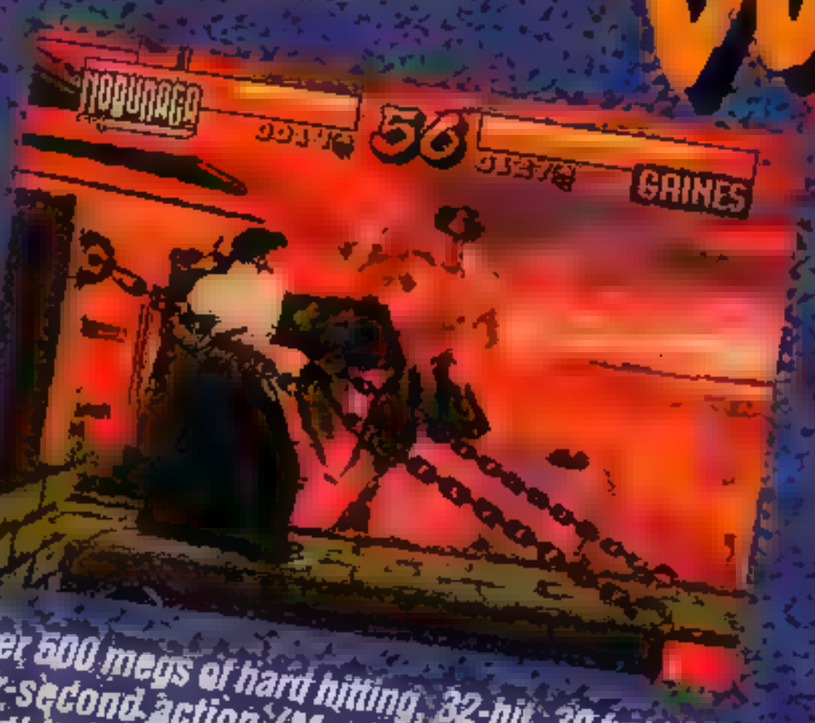
Shock Wave is an impressive title. Even though I don't like full-motion video in games, I really liked how it was used in this title. It became more of an addition to the game instead of the whole emphasis. The graphics are very good as are the music and sound. What do you expect from CD? The one thing I don't like is the sensitive control when flying your ship. It takes some time to get used to, but it's not bad!

7

I normally don't get into the flight simulator types, but this one did have impressive texture mapping and good sounds. The live-action video clips were done quite well and really added to the hype of the game. My only complaint is that the control seemed too sensitive and hard to master. Yet, it does play well and has the ability to scroll, unlike a linear one-direction flight sim. The game's great for its category.

7

Way of the Warrior



Over 500 megs of hard hitting, 32-bit, 30 frames-per-second action. (More arcade-like than anything on the street!)

3-D modeled, parallaxing arenas with dynamic camera zooming. (More than meets the eye!)

60 to 80 unique moves, specials, and terminations per character. (More than mere mortals can handle!)

Nine characters plus two 3-D rendered BOSS characters. (More if you know the Way...)

universal interactive studios

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3DO

QUARTERMANN'S

CHEAT SHEET

CHEATS FOR BLOODSTORM

BLOODSTORM

Check out the awesome moves for BloodStorm! Take on the enemies with these fatalities! When reading the descriptions, keep this in mind:

FA = Front Arm BA = Back Arm
FL = Front Leg BL = Back Leg

EGM!

HELLHOUND

Standing Meteor: ◄ for 2 seconds, then ► + FA

Flying Meteor: ▲ ◄ for 2 seconds, then ► + FA

Boiling Point: ▼◣►◣▲◄ + FA

HellFire: ▲▲►► Flame Thower: ▼◣► + FA

CharDog Fatality:(close)►►▼▲◄ +FA

TALON

Missile: hold block, ◄◄► Hover Heli:▼▼► + FA

Power Surge: ▼◣► + FL Taser: ▼◣► + FA

Taser: ▼◣►+ FA

Cyber-Scratch:▼▲◄ + FA

Ventilator Fatality: ▼▲◄► + BA & BL

FALLOUT

E.R. Cannon: hold block, ▲◢►

Slime Gun: ◄hold for 2 seconds, then ►,BA, ►►▼

Air Slice: ◄hold for 2 seconds, then ► + FA

Toxic Quills: ▼◣► + FA

Critical Mass: (close)◄ + BA & FA

TREMOR

Earthquake: ◄ for 2 seconds, then ► + FL

Shockwave: ▼◣► + BL

Avalanche: ▼ for 2 seconds, then ▲ + BL

Crag Smasher: ▼▲◄ + FA Earth Blaster: ▼◣► +FA

Aftershock Fatality: (close)►►► + BL

TEMPEST

Stormshield: hold block + ►◄►◄

Flying Shadow: (in air) ▼ + FL

Wind Shift: ▼◣► + FA

Headwinds: ▼▲◄ + FA Tornado: ▼◣► + BA

Exorcism Fatality: (close) ▼◣

MIRAGE

Jump Kick: hold◄ for 2 seconds, then ► + BL

Land Mine: ▼+ BL & FL Grenades: ▼▲◄ + BA

Grenade Launcher: ▼◣► + FA

Power Strafe: ▼▲◄▶ + FA

Obicularis Bomb Fatality: (close) ▼▲◄► + BA

RAZOR

Grapple Arm: ▼◣ + BA Eye Laser: hold block + ►►

Maximillion: BA repeatedly

Vorpal Disc: ▼◣► + FA

Over Keel: ▼◣►◄ + FA

Meat Grinder Fatality: (close)►◄►◄► + BA

FREON

Morph : ▼▼ Flying Freeze: ▲▼◣► + BA

Ice-A-Rang:▼◣► + FA

Shadow Kick: ▼▲◄+ FL

Ice Pick: ▼◣►◣▼▲◄ + FA

Bloody Slushy Fatality: Freeze, Morph, then▲ under opponent

REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

MA-13

Vay
Working Designs/Sega CD

From Working Designs (Lunar: The Silver Star) comes another RPG that should keep fans of the genre more than happy. This one contains huge areas to explore, plenty of comrades to help you, and excellent cinemas (courtesy of the CD technology). However, the story just isn't that unique (rescue your love who was kidnapped when you were about to tie the knot), to catch one's attention. Gamers who aren't necessarily RPG nuts may not be drawn to this title, but it's nice to see more games like this for the system. It has excellent music!

ED	DANO	AL	SUSHI	MIKE
6	4	5	5	7

Who Shot Johnny Rock?
American Laser Games/CD-i

Unless you have the American Laser Games Game Gun, you probably won't get very far in this move-the-cursor-and-shoot game (as was the case in the earlier Mad Dog McCree)—the control pad is just too slow. For the 3DO system, Johnny Rock suffers from inexplicably substandard graphics (the images are so blurry you can't tell what's going on at times) and frustrating game play. There is plenty of action and the whodunnit aspect of the game is welcome, but the technical aspects hamper the overall product.

ED	DANO	AL	SUSHI	MIKE
5	5	4	5	5

Mega Man V
Capcom/Game Boy

Will the Mega Man series ever end? This latest entry into the never-ending saga has the typical huge levels and formidable Bosses with unique powers. There are plenty of weapons and other items, and one can't help but wonder how they can keep cranking these Mega Man entries out and maintain such a level of creativity. This one adds a few twists to the Mega Man story. And for a real treat, try using the Super Game Boy peripheral (especially with the opening). Fans of the first four portable entries will appreciate this one.

ED	DANO	AL	SUSHI	MIKE
7	8	7	8	8

3DO — Psygnosis
Microcosm

Shooter	Release: Now
Levels: 3	CD-ROM

ED — 4

While this is a definite improvement over the Sega CD version in terms of color and animation, Microcosm is still not all that fun to play. The game play leaves much to be desired, and the number of instant hits is almost nerve-wracking. The computer-rendered animation cinemas are really neat, but they don't make a game. I'm sorry, but Microcosm didn't seem like fun to me. It needs more to it, I guess

DANO — 4

Microcosm can be considered an improvement over the Sega CD version, if you rely on your eyes only. The video has cleaned up immensely, but a pretty video doesn't make a game good. This is simply standard-fare stuff with a boring objective and dull scenery (hey, is that an aorta or a capillary?). There are better 3DO games to be found. But if you want to experience it all, Microcosm just doesn't thrill me.

AL — 4

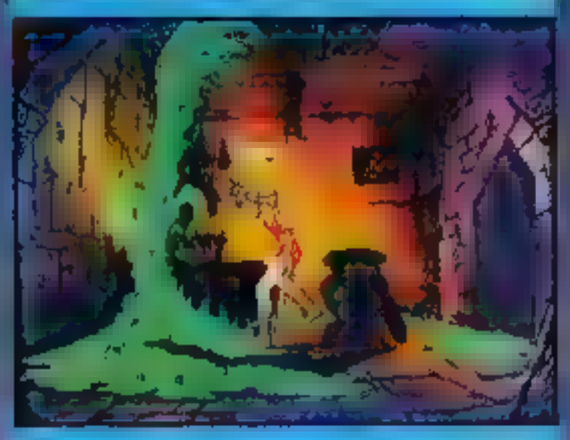
Even though the 3DO games have been getting better, I can't believe that this game is among them. Microcosm is nothing more than full-motion video and predirected paths for the player to pilot through. There's no interaction at all. All you do is move a ship up, down, left, and right, firing at enemies while avoiding obstacles. It's just not fun. The graphics and sound are very good, but they don't make the game.

SUSHI — 4

I don't get the idea of this game. The concept may be good for a movie, but the repetitive backgrounds and lack of challenging game play made the fun of this one wear out fast. It looks better than the Sega CD version, but the scenes are repetitive. The action is limited to simple four-way movements. The graphics and sounds are impressive, but it doesn't play very well. It doesn't have enough action for me

CD-i — Philips
Dragon's Lair

Adventure	Release: Now
Levels: N/A	CD-ROM



ED — 3

Dragon's Lair is a near exact match to the original coin-op DL, plus it has a few new graphic elements added to it. The graphics quality is identical in every way. If you've ever played the arcade, or any of the other versions, you'll notice that the timing has been changed a bit. I don't know quite why. This is a great game to show off to your friends if you have a CD-i. It's good, but the timing needs help

DANO — 3

This is the best playing, best looking, best anything home version of Dragon's Lair out there—period! The digital video is absolutely stunning and the audio tracks are superb. The whole daring adventure of Dirk is a riotous romp through colorful levels of mayhem. If you've never taken it upon yourself to try this game, you oughta smack yourself! The one drawback is that the replay value is easily diminished.

AL — 4

This version of the laserdisc arcade classic is without a doubt the best version on any platform. Everything from the arcade has been directly ported over. All the scenes and music are here! Another thing that makes DL so good is the fine control of Dirk which allows players to choose his moves with ease. On the down side, the CD access time is a nuisance breaking you away from the game too long

SUSHI — 4

This is probably the best playing version I've tried yet! Most versions of the game played really bad, but this one was more bearable. The moves still have to be tapped rapidly to make sure they are "counted," but it is accurate if you know how to play. The graphics and sounds are superb, as you'd expect from the system. Access time isn't too bad but the Stats Screen does get annoying between each level!

Game Gear — Sega
Sonic Spinball

Action	Release: Now
Levels: N/A	4 Meg

ED — 4

Sonic Spinball leaves much to be desired. The graphics are dark, and the audio is poor. The game play is very poor, too. It doesn't control half as well as it should. The game gets frustrating after a few minutes of play. There are too many ways to die. Once you hit the drain with the flipper, you virtually have no control of where he goes. It doesn't even have the pinball feel to it. I'd pass on Sonic Spinball.

DANO — 5

Pinball isn't my gig and having Sonic in there doesn't help matters much. The most noticeable problem is that the screen is jerky as it scrolls around. The levels are pretty cool and there's a lot to interact with, but the game just isn't a whole lot of fun to play. Although pinball games typically don't offer much control of the game, Sonic Spinball offers even less with its poor control and boring plot line. I pass

AL — 4

Sonic Spinball is an original concept blending elements of Sonic and pinball. Unfortunately, it falls short on fun and game play. The left flipper being the '1' button is a hindrance and should have been on the control pad. It was just difficult to play, especially with all the blurs that you must squint through. Many times the ball seems to move to the same location when you hit it, making progress slow. AARGH!

SUSHI — 4

I liked the Genesis version, due to its change of pace for Sonic. I've played pinball for years and enjoy its play mechanics but on video it's hard to recapture the "feel." The graphics look good, but it can get blurry. The biggest pain is both buttons being so close that they have to act as the flippers. This does make it a bit awkward to play. Yet, the game is a fun portable with big levels. Good for pinball fans.

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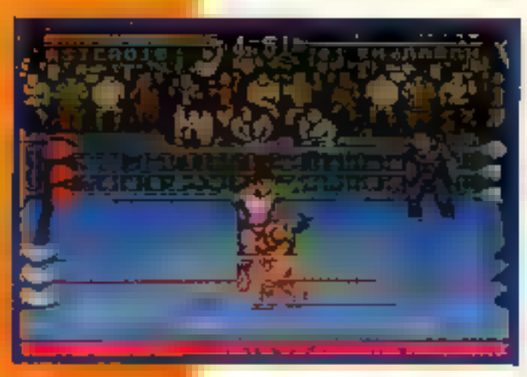
- ★ Rally Art
- ★ Sleeper Hold
- ★ Pyle Driver
- ★ DDT
- ★ Avalanche Hold
- ★ Shoulder Through
- ★ Powerbomb
- ★ Backdrop
- ★ Kitchen Sink
- ★ Guillotine Drop
- ★ Kneedrop

EXPLOSIVE POWERBOMB



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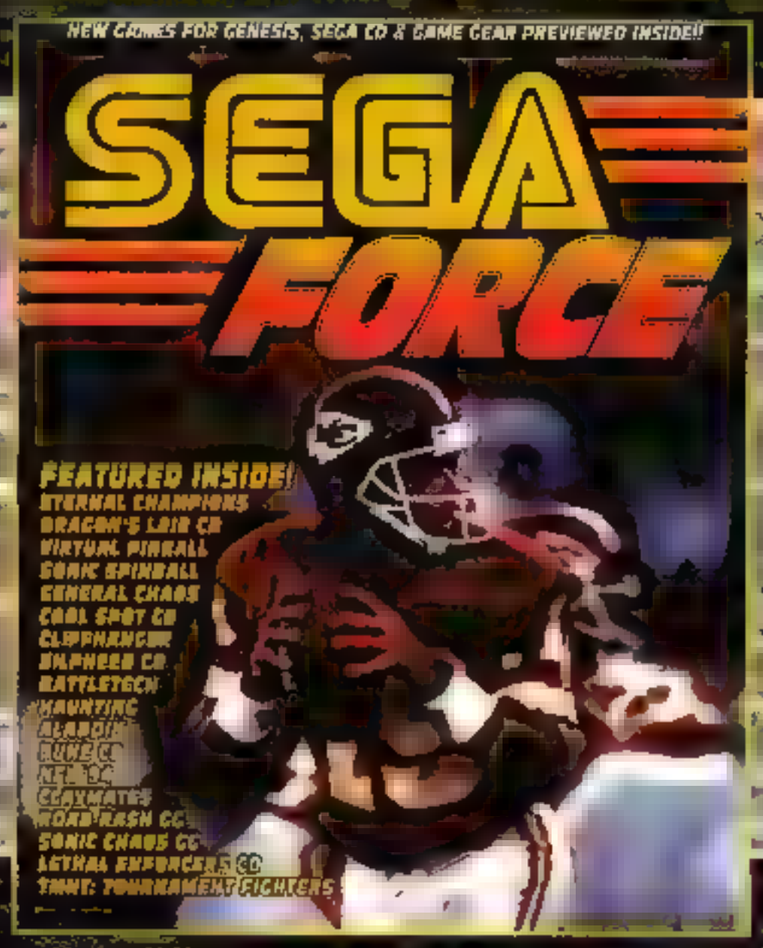

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- TRICKS OF THE TRADE!
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EGM'S HOT TOP TENS

TOP TEN TWO-PLAYER SIMULTANEOUS GAMES

One of the more essential options in some of today's home video games is the potential for two-player simultaneous action! Below are some titles that truly rock with more than one person! Some games, like Battletech, combine two players on the same system (like a large mechanical robot as is the case with that Genesis game).

GUNSTAR HEROES
SEGA/GENESIS

BATTLETECH
EXTREME/GENESIS

POCKY & ROCKY
NATSUME/SNES

FINAL FIGHT CD
SEGA/SEGA CD

SMASH TV
ACCLAIM/SNES

THE PEACE KEEPERS
JALECO/SNES

ZOMBIES ATE MY NEIGHBORS
KONAMI/GENESIS

SUNSET RIDERS
KONAMI/SNES

TOP HUNTER
SNK/NEO•GEO

SONIC 2
SEGA/GENESIS

EDITORS' TOP TEN

The critter from Super Ghouls 'N' Ghosts is in his own 32-Meg game. Looks awesome!

#1	DEMON'S CREST / CAPCOM		
SNES	1 Month	-

#2	NBA JAM / ACCLAIM		
SNES	5 Months	Δ

#3	SUPER STREET FIGHTER II / CAPCOM		
SNES	2 Months	∇

#4	WORLD HEROES 2 JET / ALPHA		
NEO	2 Months	Δ

#5	SAMURAI SHODOWN / TAKARA		
GEN	1 Month	-

#6	SUPER METROID / NINTENDO		
SNES	3 Months	∇

#7	FIGHTER'S HISTORY DYNAMITE / DATA EAST		
NEO	1 Month	-

#8	SATURDAY NIGHT SLAM MASTERS / CAPCOM		
SNES	2 Months	∇

#9	POCKY & ROCKY 2 / NATSUME		
SNES	5 Months	∇

#10	ART OF FIGHTING 2 / SNK		
NEO	2 Months	∇

READER'S TOP TEN

Mortal Kombat mania is coming! Now comes the second installment of the bloody saga with Mortal Kombat II. This one has more Megs, more fighters, and the Super NES version may have blood. Prepare yourself (again)!

#1 MORTAL KOMBAT II / GENESIS
The popular arcade smash comes to 16-Bit with blood.

#2 SUPER STREET FIGHTER II / SNES
More fighters, more moves, more Megs, more money!

#3 MORTAL KOMBAT II / ARCADE
Still munching up quarters, this one remains strong.

#4 STREET FIGHTER II: CE / GENESIS
This version of the popular fighter is still going.

#5 STREET FIGHTER II / SNES
The oldie but goodie still hangs on despite upgrades!

#5 SUPER STAR WARS / SNES
Tied for #5, Get ready for Super Return of the Jedi!

#6 MORTAL KOMBAT / SNES
The one that started it all still clings to the charts.

#6 NBA JAM / SNES
Another popular arcade translation, tied for #6.

#7 NBA JAM: TOURNAMENT EDITION / ARCADE
Another version of the excellent basketball game.

#8 SATURDAY NIGHT SLAM MASTERS / SNES
Haggar, Oni, and the whole tough wrestling bunch.

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EGM's HOT TOP TENS

Babbage's

America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of June 15, 1994.

3DO

#1	JURASSIC PARK / UNIVERSAL INTERACTIVE	
	2 Months	-
#2	TOTAL ECLIPSE / CRYSTAL DYNAMICS	
	5 Months	△
#3	SUPER WING COMMANDER / ELECTRONIC ARTS	
	3 Months	△
#4	OUT OF THIS WORLD / INTERPLAY	
	2 Months	▽
#5	THE HORDE / CRYSTAL DYNAMICS	
	3 Months	-
#6	COWBOY CASINO / INTELLIPLAY	
	2 Months	△
#7	ESCAPE FROM MONSTER MANOR / ELECTRONIC ARTS	
	5 Months	△
#8	PEBBLE BEACH GOLF LINKS / PANASONIC	
	1 Month	-
#9	TWISTED / ELECTRONIC ARTS	
	3 Months	-
#10	SEWER SHARK / VIRGIN GAMES	
	3 Months	▽

SUPER NES

#1	FIFA INTERNATIONAL SOCCER / EA SPORTS	
	1 Month	-
#2	SUPER METROID / NINTENDO	
	2 Months	▽
#3	[illegible]	
	3 Months	-
#4	NBA JAM / ACCLAIM	
	4 Months	▽
#5	SECRET OF MANA / SQUARE SOFT	
	5 Months	△
#6	LUFIA: FORTRESS OF DOOM / TAITO	
	6 Months	△
#7	ULTIMA VI: THE FALSE PROPHET / FCI	
	2 Months	-
#8	THE 7TH SAGA / ENIX	
	1 Month	-
#9	MEGA MAN X / CAPCOM	
	1 Month	-
#10	EYE OF THE BEHOLDER / CAPCOM	
	2 Months	▽

GENESIS

#1	WORLD SERIES BASEBALL / SEGA	
	3 Months	-
#2	MARIO ANDRETTI RACING / EA SPORTS	
	1 Month	-
#3	FIFA INTERNATIONAL SOCCER / EA SPORTS	
	5 Months	△
#4	NBA JAM / ACCLAIM	
	4 Months	▽
#5	NBA SHOWDOWN / EA SPORTS	
	3 Months	▽
#6	OPERATION EUROPE / KOEI	
	1 Month	-
#7	CAESAR'S PALACE / VIRGIN	
	2 Months	▽
#8	PGA TOUR GOLF II / EA SPORTS	
	1 Month	-
#9	NHL HOCKEY '94 / EA SPORTS	
	9 Months	-
#10	PGA EUROPEAN TOUR / EA SPORTS	
	3 Months	▽

SEGA CD

#1	MORTAL KOMBAT CD / ACCLAIM	
	1 Month	-
#2	TOMCAT ALLEY / SEGA	
	1 Month	-
#3	DARK WIZARD / SEGA	
	3 Months	▽
#4	RISE OF THE DRAGON / SIERRA	
	3 Months	-
#5	THIRD WORLD WAR / ABSOLUTE	
	3 Months	△
#6	LUNAR, THE SILVER STAR / WORKING STAR	
	5 Months	▽
#7	DRAGON'S LAIR / READYSOFT	
	5 Months	▽
#8	NHL HOCKEY '94 / ELECTRONIC ARTS	
	2 Months	-
#9	GROUND ZERO, TEXAS / SONY IMAGESOFT	
	7 Months	▽
#10	LETHAL ENFORCERS / KONAMI	
	1 Month	-

GAME GEAR

#1	ALADDIN / SEGA	
	2 Months	△
#2	NBA JAM / ACCLAIM	
	4 Months	▽
#3	WORLD CUP USA '94 / U.S. GOLD	
	1 Month	-
#4	MORTAL KOMBAT / ACCLAIM	
	10 Months	-
#5	SONIC CHAOS / SEGA	
	7 Months	△
#6	MICRO MACHINES / CODEMASTER	
	3 Months	△
#7	X-MEN / SEGA	
	5 Months	▽
#8	ECCO THE DOLPHIN / SEGA	
	1 Month	-
#9	POKER FACE PAUL'S SOLITAIRE / SEGA	
	3 Months	▽
#10	ROAD RASH / U.S. GOLD	
	5 Months	-

NUMBER ONE GAME FOR EACH SYSTEM

3DO
Jurassic Park
Universal Interactive

SUPER NES
FIFA International Soccer
EA Sports

GENESIS
World Series Baseball
Sega

SEGA CD
Mortal Kombat
Acclaim

GAME GEAR
Aladdin
Sega

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1. SNES / STREET FIGHTER II
2. SNES / STREET FIGHTER II CE TURBO
3. SNES / MORTAL KOMBAT
4. SNES / ACTRAISER 2
5. SNES / STARFOX
6. SNES / SUPER MARIO ALL-STARS
7. SNES / SUPER STREET FIGHTER II
8. SNES / SUPER EMPIRE STRIKES BACK
9. SNES / SUPER METROID
10. SNES / SUPER STAR WARS
11. SNES / CLAY FIGHTER
12. SNES / SUPER TECMO BOWL
13. SNES / TMNT: TOURNAMENT FIGHTERS
14. [illegible]
15. SNES / STUNT RACE FX
16. SNES / AERO THE ACRO•BAT
17. SNES / THE JUNGLE BOOK
18. GENESIS / MORTAL KOMBAT II
19. GENESIS / LETHAL ENFORCERS II
20. GENESIS / SONIC THE HEDGEHOG 3
21. GENESIS / ETERNAL CHAMPIONS
22. GENESIS / STREET FIGHTER II CE
23. GENESIS / JURASSIC PARK
24. GENESIS / MORTAL KOMBAT
25. GENESIS / STREETS OF RAGE 3
26. GENESIS / SONIC SPINBALL
27. GENESIS / CASTLEVANIA: BLOODLINES
28. GENESIS / CONTRA: HARD CORPS
29. SEGA CD / HEART OF THE ALIEN
30. SEGA CD / MONTANA FOOTBALL CD
31. SEGA CD / SILPHEED
32. SEGA CD / GROUND ZERO, TEXAS
33. SEGA CD / SONIC CD
34. SEGA CD / MORTAL KOMBAT CD
35. DUO / DRACULA X
36. DUO / STREET FIGHTER II CE
37. 3DO / CRASH 'N' BURN
38. [illegible]
39. NEO•GEO / SAMURAI SHODOWN
40. NEO•GEO / FATAL FURY SPECIAL
41. [illegible]
42. NES / KIRBY'S ADVENTURE
43. NES / MEGA MAN 6
44. GAME GEAR / THE INCREDIBLE HULK
45. GAME GEAR / JURASSIC PARK
46. ARCADE / MORTAL KOMBAT II
47. ARCADE / SUPER BATTLETOADS
48. ARCADE / SUPER STREET FIGHTER II TURBO

Top Ten nominations change each month with all-new favorites! These nominations are good through August 30.

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HE'S BIG... HE'S MEAN... HE'S GREEN...
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Oh... oh, *it looks like the Leader has given mild mannered Bruce Banner another migraine... and you know what that means!*

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GAMING GOSSIP

...32X LOOKS GOOD, GAMES ARE EARLY...
...DONKEY KONG COUNTRY DOMINATES...
...SUPER SF2 TURBO FOR 3DO...
...IS ATARI GAME LINE 'DOOMED'?...
...VIRTUAL REALITY MISSTEPS FOR NOW...
...CATAPULT GETS ON-LINE GAMING...
...ACCLAIM PREVIEWS ALIEN GAME...
...ATARI TAKES SHOW WITH DINO-MK2...

...Hello, my many disciples of gaming wisdom. Your master of all that is interactive is here once again to fill you with the latest behind-the-scenes info from the guru's domain. Having just returned from the CES, yours truly has pledged to fill this space with the sights and sounds of the bi-annual get-together and take you in for a trench run of the hottest softs the Windy City has ever seen, or at least wished for. Let's get it on ... With the Sega war machine taking a breather now that Nintendo has been put in its place, you'd think this year's show was less than a CES. Buzzzz. Wrong answer Hans! This CES—while different for the Q-Minator—was transitional in almost every respect, ushering in the age of Hollywood big-wigs looking for the quickest on-ramp to the information/entertainment super-highway. While the Q toured the show, the big biz was going on behind closed doors where new hardware and even newer softs were keeping things in perspective for the people who are buying the games you'll be playing in the months to come ... Sega's basement extravaganza was cramped, and they managed to rustle up only a few new Gen and Game Gear titles. Although the 32X looked good, only Virtua Racing Deluxe and Star Wars Arcade were even barely playable. Everything else was demo, demo, demo. Impressive, but I don't think even three games at launch will be possible. Virtua Racing Deluxe is solid, with a fully-shaded car that looked like it was pulled from the arcade ... After leaving the bowels of CES, the Q overheard some people talking about Capcom and plans for a Super SF2 Turbo on the Super NES and Genesis for release this Christmas, at least in Japan. I wonder...

...Did I say Sega thrashed Nintendo? Buzzzz. The Summer CES was 100% Nintendo domination! Not one to judge which system is better, the Quartermann couldn't help but think that Nintendo just popped the white shirts at Sega in the chops. Thanks to DONKEY KONG COUNTRY, which may be the best 16-Bit side-scroller ever created for a game system, with a nice follow-through courtesy of the Ultra 64 (does this sound like a gas or what?), Nintendo shined like they did so many years ago. Actually, the Q thought the Ultra games on display were a little short on the "Wow" factor, but take a look at some of the early Super NES games and where that system has gone since them. On second thought, look at Pilot Wings and F-Zero ... Speaking of Nintendo, get set for Star Fox 2 later this year ... Best line of the show: "Is that Ed's dress?" ... Can the 3DOA be revived? Not if they keep getting booth space on the other side of the convention! For those who were adventurous enough to make the hike, the company dished up Off-Road Interceptor, Gex, and Samurai Snodown. But what's this? Capcom's doing Super Street Fighter Turbo on the 3DO?...

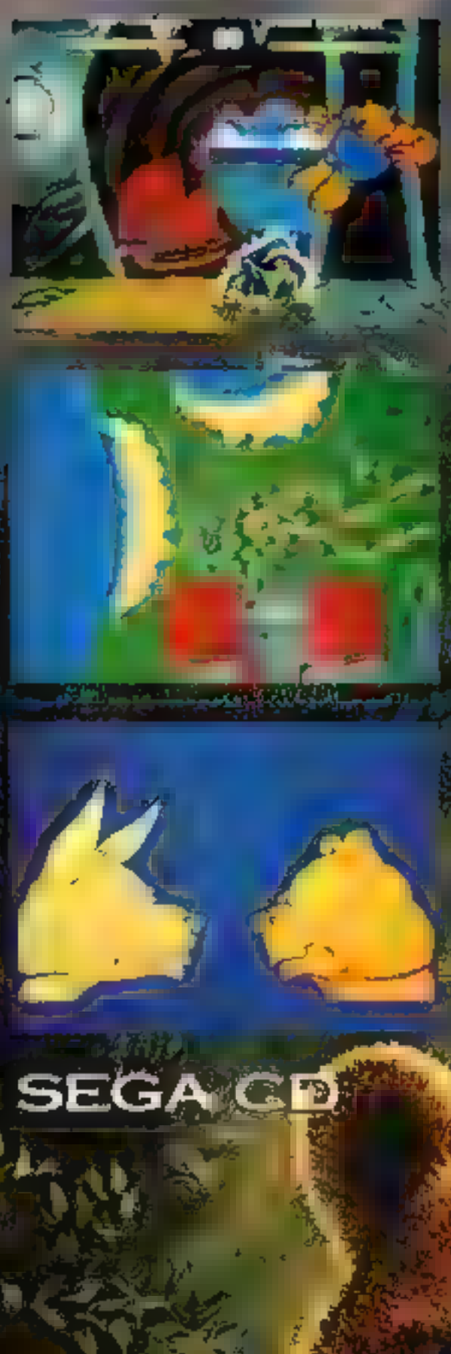
...Atari?! Games that I had perceived to be complete were going buggy at the show. Atari had Doom out the first day, but removed it, because it would crash every minute or two. Ultra Vortex looks good, as does Kasumi Ninja, but they need to get the games out. Look at AVP, Redline, and Club Drive. They should have been finished months ago—you've been holding onto them forever. No word on MKII, but in this issue's Interface, you can try to get it started by flooding Atari and Williams with letters ... The next generation of Power Gloves looks to be looming, with the Aura Interactor vest thumping your chest whenever Blanka takes a poke at your on-screen alter ego! Can you believe a defense contractor thought up this one? VR systems were all the rage, but with the notable exception of Forte's PC unit (INCREDIBLE), the rest were harder to interact with than the games you're supposed to play on them ... T*HQ showed the Catapult modem, a device that's supposed to let you plug into your buds for some one-on-one wherever you live. The piece costs the same as a game cartridge, lets you use any game, and costs only about 10 bucks a month to log on to the system ... Acclaim showed some early stuff on their Alien Trilogy game that had some great synthetic actor action. They also announced that the first entry from their team-up with comic publisher Valiant would be a high-end coin-op developed around Turok: Dinosaur Hunter ... Look for big changes at Virgin...

...Wrapping up the big SCES package for you, I present my picks from the 1994 SCES. PICKS: Donkey Kong Country (Nintendo/Super NES). Earthworm Jim (Playmates-Shiny/Super NES & GEN), Mortal Kombat II (Acclaim/Both systems are great), Super Punch-Out!! (Nintendo/Super NES), Ranma 1/2 II: Anything Goes Martial Arts (Toho/Super NES), Catapult's modem, and Dynamite Headdy (Sega/Gen). The real thrill of the show, was not a home game at all. Atari Games, buoyed by some of the hottest talent this side of Coordinated Universal Timeline, blew everyone away with the scorching new Primal Rage. Dinosaurs meet MKII with lots of blood, venom spitting, and cave people to munch. Look for the home version sometime in '95. Why didn't I think of that...

- QUARTERMANN

BRUTAL

Paws of Fury



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it's GON

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GA

SUMMER.

PRESS START

SEGA'S SATURN: 32-BIT INTENSITY

This is a demonstration of the scaling and rotation in Daytona USA.

Sega's Saturn game system debuted at this year's Tokyo Toy Show, and got more than a few double-takes. This powerful 32-Bit system is set to take Japan by storm, and it should make its way to the U.S. soon after. With games that look absolutely amazing, Sega may have their work cut out for them.

The Saturn arcade stick looks really good. For you fighting game fans, six buttons will make all the difference. As you can see below, the stick is made to recreate the arcade experience at home.

The Saturn has not been announced in the U S. as of this date, and Sega isn't saying a word as to when it'll become a reality. So we may be a year or so away from experiencing this futuristic system for ourselves.

Daytona USA is one of Sega's newest coin-ops, and the demo they were running was of the coin-op game What they did show was a small Daytona demo with a car racing around a track with SEGA written everywhere. Not much for a system that will supposedly be released in Japan this November.

Virtua Fighters was still incomplete, with only about 30-40 percent actually finished. When it is finished, it is expected to be a carbon copy of the arcade game

Clockwork Knight is a side-scrolling action/adventure title where you star as the Clockwork Knight, and you must save the rest of the toys from an evil presence. You do this by using an attack that winds down the enemy's gears. The backgrounds are nicely animated, and the characters are drawn in great detail. This is one game that will be fun to play when it does make it out.

Gail Racer made an impressive debut as well. A racer that is similar to Sega's Rad Mobile, it scales and zooms with no interruption. It looks very good.

Clockwork Knight is side-scrolling happiness! Wind me up!

Chinese Detective is an intense super sleuth mystery game. You are the detective, and you can pick up and look at any object you want to, from any angle Look for clues, and solve the mystery.

Blue Seed is an anime RPG that includes intense cinema screens. Will it top Lunar?

The same story for Magical Knight Grey Earth, which also uses anime cinema screens.

Rampo is an RPG as well, and it features an intense plot where vampires lurk in a rural village. The cinemas look good, but will the game be good as well?

SimCity 2000 will also be making an appearance on Sega's new machine. What they showed were shots of a PC version, but the Saturn one will be worth checking out.

Sega displayed a new six-button controller for the Saturn.

Sega's Saturn system is here! Catchy logo, stellar name, and Sega all-over.

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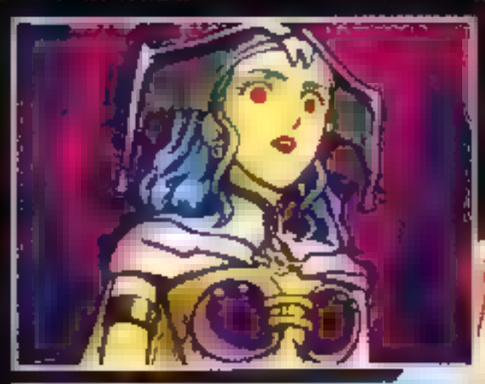

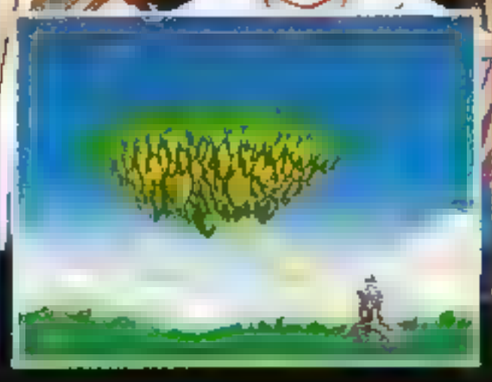

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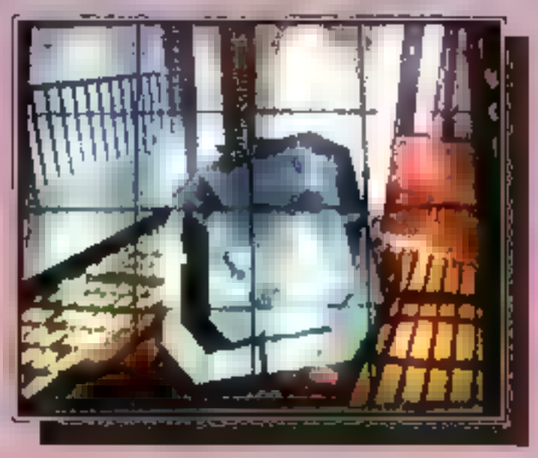
PRESS START

SEGA'S SATURN GAMES GO FOR BROKE

Blue Seed is a fast-paced RPG with anime cinemas.



In Chinese Detective you can pick up objects in real time.

Daytona USA is a carbon copy of the arcade.

Gail Racer is a racing game in the theme of Rad Mobile.

Panzer Dragon is the game you've been seeing for months now that has a first-person, real-time flying perspective. You look ahead, you look behind you, and there are enemies everywhere. It's shoot first or be shot—play it to win.

Golf goes to 32-Bit in Sega's Pebble Beach Golf Links. This realistic golf game puts you in the thick of the action. Are you ready for the ultimate golfing challenge? It has great graphics, realistic maps and scenes, plus digitized golfers.

Shinobi X isn't pictured here, but a few quick shots were shown at the Toy Show. Full-motion battle cinemas and more Shinobi than a game player would need. It's sword-slashing action.

With all of these great looking titles ready for action, the Saturn is sure to find a niche in the market. Sega's games were unplayable at the show, and how they expect to have more than a handful of games ready at the system's launch is beyond the imagination. If they've got the programming to carry it out, then they will most surely succeed.

If they cannot match the quality of their arcade games with the home translations, then game players will be disappointed. Sega's got to keep the games as tight and as accurate to their arcade counterparts as possible.

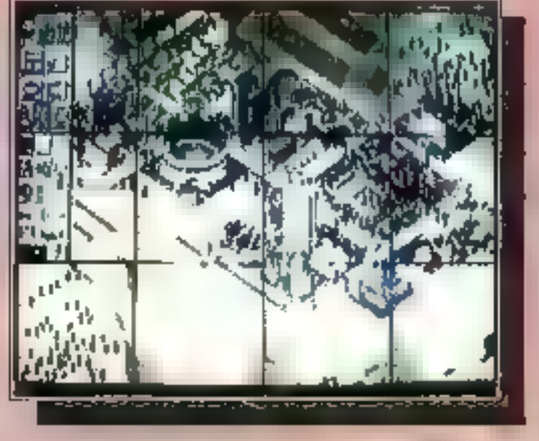
One of the leaders in the 16-Bit game race is finally going to make the jump to 32-Bit. Will they succeed or fail?

In Japan, gaming is a totally different market, and gamers will probably buy the first round of systems and games, but if Sega can't get the games out fast enough, like with the beginning of the Mega CD, then the Saturn will be short lived.

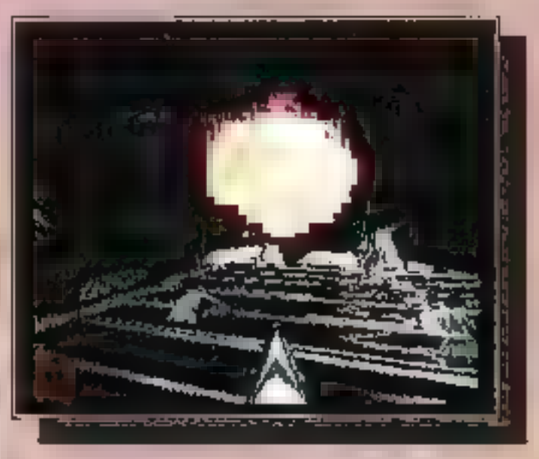
You can see the games here, and they all look great, but will they play as good as they look?

Everyone knows by now—Virtua Fighters!

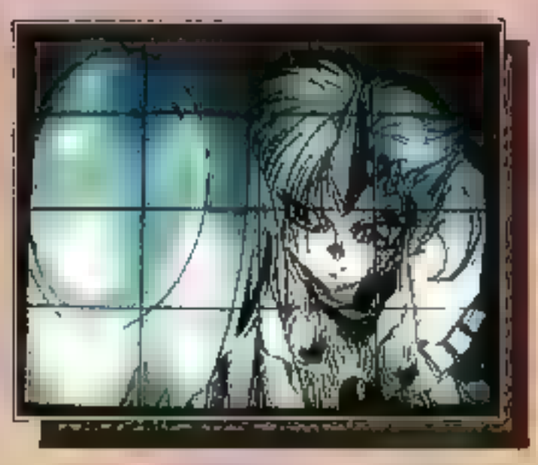
Look at the scaling in Gail Racer. You pass under the bridge, and up onto the bridge. The camera takes you everywhere. These graphics are absolutely amazing! The Saturn has the power and capabilities to perform amazing effects. I wonder what MKII would be like on this?



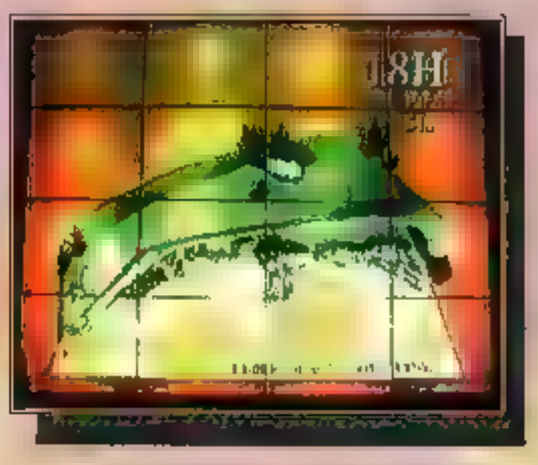
Not a SimCity clone, but SimCity 2000.



Panzer Dragon is a first-person flight shooter.



RPG gaming at its very best in Magic Knight Grey Earth.



Pebble Beach Golf Links is a game for armchair athletes.

Rampo is an RPG mystery with vampires to boot.

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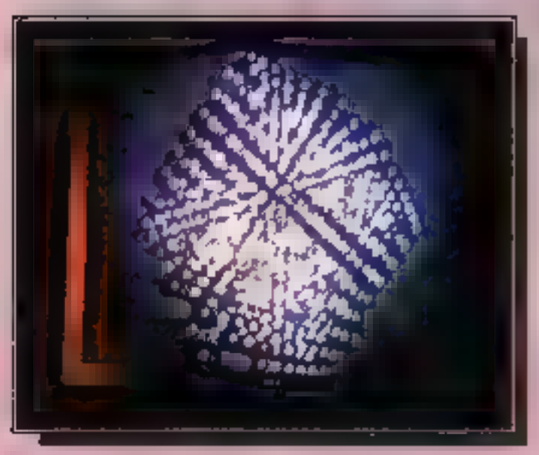
PRESS START

SONY PLAYSTATION COMING TO THE U.S.



Sony's machine can rotate all of these objects.

You're getting closer to something—cubes!

This fish is so lifelike, and it's possible on the PlayStation.

This dino looks angry—all done on the PlayStation.

Newly-formed Sony Computer Entertainment has announced that the PlayStation is coming to the U.S. The system uses an advanced CPU chip set developed by LSI Logic, a world leader in high-performance semiconductors.

The PlayStation employs a 32-Bit RISC processor, an advanced 3-D engine, and a decompression system, MDEC, which is based on JPEG, delivering full-motion video that is unparalleled.

The graphics engine, GPU, can generate lifelike, three dimensional images with up to 360,000 polygons per second. It can also move up to 4,000 sprites in a field. That means the PlayStation is capable of high-speed simultaneous movement of characters and high-quality backgrounds, comparable to television transmission.

"LSI Logic's enabling technology plays a major part in Sony Computer Entertainment's plan to create a dramatically advanced, high-performance video game system," said Teruhisa Tokunaka, deputy president of Sony Computer Entertainment. "Using the PlayStation CPU, the PlayStation system will claim market leadership by offering superior game play dimension, response time, and processing power."

"Integrating the various functions required for high-performance game play allows us to give Sony Computer Entertainment a performance edge in the interactive video game marketplace," said Brian Halla, executive vice president of LSI Logic's Products Group.

Sony and LSI worked closely together to get the PlayStation's CPU to perform above the rest when it comes to next-generation entertainment.

"Marrying Sony's unparalleled expertise in developing consumer electronics and entertainment products with LSI Logic's innovative technological systems will result in a video game hardware product that is technologically superior to anything else planned to be on the market," said Wilfred J. Corrigan, chairman and chief executive officer of LSI Logic Corp.

"The combination of the PlayStation's incredible speed and real-time processing ability makes it possible for game developers to create revolutionary titles that realize their vision for game play," added Tokunaka.

According to Sony, the PlayStation will have close to zero access time, no flicker or slowdown, and has the power to recreate arcade games perfectly. The squares and spheres in the pictures above can be rotated and moved in all different directions, with no slowdown or flicker.

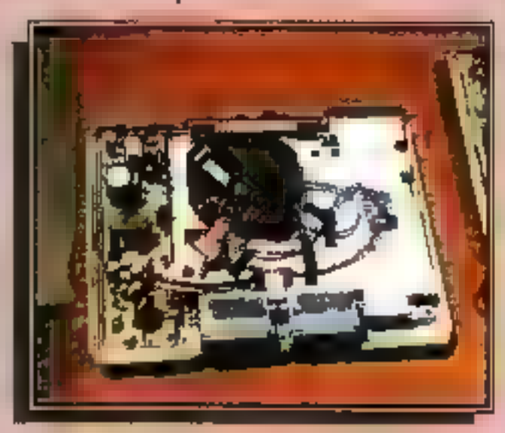
With the question of a rating system on all video games soon to become a standard, will Sony use this ratings system on PlayStation games? The answer is yes, Sony will most likely go in the direction of the rest of the industry, which would create a universal rating system.

No third party licensees for the system have been announced in the U.S., but they will be soon.

In Japan, licensees such as Capcom and Namco have already signed on. Ridge Racer and Cyber Sled are both games which Namco is already developing in Japan.

Not a game, but a demo of what Sony can do.

This character may be how we look at RPG actors.



The guts of the PlayStation look pretty technical.

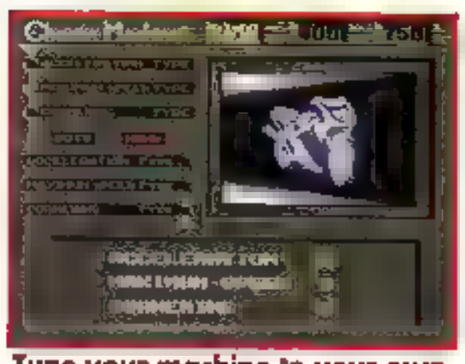
As the disk spins, the PlayStation accesses HUGE amounts of data.

From the moment the clutch engages and your V-twin roars off the line, you'll feel your pulse begin to accelerate.

Through the straight-away in a heartbeat, you attack the first chicane at 190 mph. Sporting a serious 45-degree lean, one knee kissing the tarmac, the other hugging your seat, you blow past your fellow rocketeers in a dizzying smear of leather and steel.

And in a rare moment of extreme clarity, you become one with the bike...

Suzuka 8 Hours. Not for the faint of heart.



Tune your machine to your own specifications, from class to color, tranny type to handling ability.

Linear and precise controls means your bike executes rider input instantly—one mistake and SPLAT!!!

Redline your pulse against a buddy in an 8-hour tour of Japan's most renowned race track.

SUPER NINTENDO

namco

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PRESS START

SONY PLAYSTATION IN U.S.

With many new systems coming out in the next few months, Sony may have a bumpy road ahead of them. A price for the U.S. PlayStation has not yet been announced, but the Japanese version of the system will not go for higher than about $480.

If this price is the point at which the U.S. PlayStation will come in at, will Sony be able to become the leader? The 3DO is an example of great hardware that is priced a bit too high for the consumer market. When the Sega CD was first introduced in the U S., it had a rocky, but OK start because of its $299 price tag. Since that time, Sega dropped the price, added a different game, and the system has sold well.

The PlayStation can produce mind-boggling effects.

The PlayStation will be one of many new systems, which include Nintendo's Project Reality and Sega's Saturn, according to Sony, and their demonstrations prove that their machine is technologically advanced. The games that they have planned in Japan, however, would not find the popularity in the U.S. that they would there.

Capcom has announced a fighting game in Japan, and Namco has Ridge Racer and Cyber Sled, which will attract arcade gamers. Are arcade gamers going to give up the quarter-crunching versions for armchair ones? The feel of the arcade Ridge Racer is a unique one. It has to be brought home in a way that will satisfy the arcade gamer.

The PlayStation is a double speed CD-ROM system. CD-ROM, up until this point, has not been as fast in the access department as cartridge systems.

Sony has stated that the access time will be close to zero, as if you're playing it on cartridge.

Will third parties make the games that spell success for a new system? The 3DO has a lot of third parties but those third parties have not all made games for the system. Sony said that yes, there will be many third parties making lots of games for the PlayStation.

Can the controller go diagonally? While this isn't a really big question, it is still one that many may be pondering. Shooters and action games demand a controller that can move in eight directions.

It's up to the consumer to make this system a hit. Sony has provided the gamer with superior hardware, and the games from Japan look very impressive. The demos that they showed also looked very good.

When you've seen this system perform, as with the dinosaur demo and the character that looks straight out of a Japanese RPG, you will see that this could possibly be the next really big gaming platform.

Since Sony is waiting for a good amount of Japanese arcade translations to be ready by the time of the U.S. launch, there is almost no doubt that at least more than a handful for great titles will be ready and waiting for you to step up and play.

The system itself looks plain for a powerhouse.

When Sony announces the third parties, and when games are playable, gamers are going to make a choice. Sony is hoping you'll choose the Playstation. With the graphics that they showed in their demos, it looks as if the Playstation will be a major contender. Now, what will you decide?

Come see a 3DO™ Demo.

WEST

July 23rd
Babbage's, Bellevue Shopping Center, Bellevue, WA

August 13th
Circuit City, Emeryville, CA

August 27th
G&G/Captron, Vallco Mall Cupertino, CA

September 3rd
Circuit City, Emeryville, CA

MIDWEST

July 30th
Electronics Boutique, Bloomington, MN

August 6th
Electronics Boutique
Woodfield Mall, Schaumburg, IL

August 13th
Electronics Boutique
Overland Park, KS

August 20th
Babbage's, Northbrook Court
Northbrook, IL

August 27th
GameStop, Mall of America
Bloomington, MN

EAST

July 30th
Software Etc, Willowbrook Mall, Wayne, NJ

August 6th
Software Etc.
Menlo Park Mall, Edison, NJ

August 20th
Software Etc.
Route 22, Springfield, NJ

August 27th
Talk of the Town
Franklin Turnpike, Allendale, NJ

SOUTH

July 15th
Babbage's, Aventura Mall, North Miami, FL

July 23rd
Electronics Boutique
Vista Ridge, Lewisville, TX

July 29th
Babbage's, Miami International, Miami, FL

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Apparently,

1 out of 10 people is a blithering idiot.

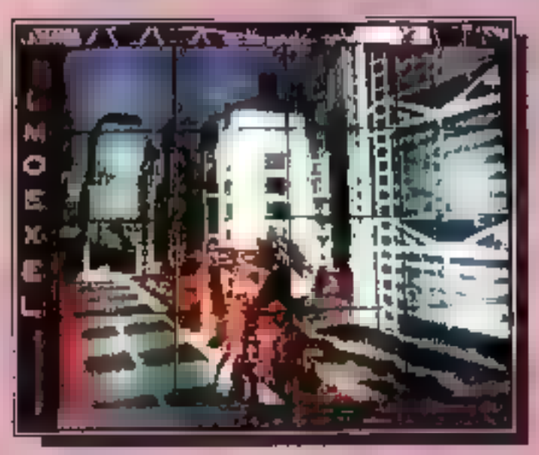
(The other 9 chose the 3DO™ system over other home gaming systems at the 3DO Challenge.)

We invited visitors at 3DO promotional displays to check out a side by side comparison with other home gaming systems. 9 out of 10 people who completed the Challenge chose the 3DO system. (The other 1 probably still likes disco music too.) They were asked about stuff like graphics, sound quality, and bitchin-ness of play. But hey, you're a 90's guy. You don't believe everything you read. Fine. Good. Come and see for yourself then. Take the 3DO Challenge. Unless of course you're too busy watching Disco Fever reruns.

3DO. THE MOST ADVANCED HOME GAMING SYSTEM IN THE UNIVERSE.

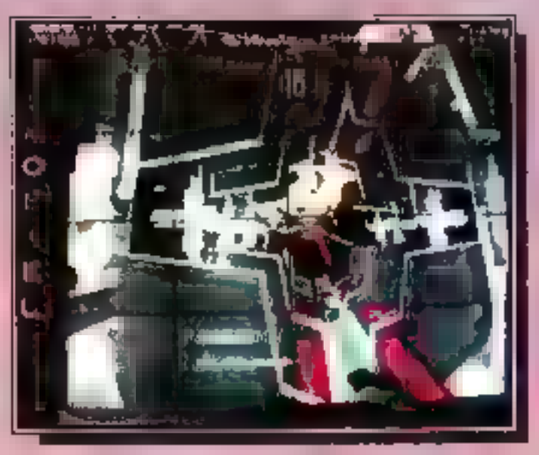
Experience the 3DO system at Babbage's, Electronics Boutique, GS&G/Captron, Software Etc., Gamers Paradise, and The Good Guys. For the name of a 3DO dealer, call 1-800-REAL-3DO.

SEGA'S GENESIS 32X GAMES ARE HERE!



Metalhead is a high-tech game using huge robots.

Deadlus is a space shooter with cool polygon graphics.



Star Wars Arcade comes home in true form.

Ecco the Dolphin splashes into his 32X debut.

Sega's Genesis 32X add-on is set for a fall release, and games are being readied as you are reading this. Many of the games show off the 32X's ability to scale and rotate objects smoothly, whether they are polygon or texture mapped.

Sega expects to have six games at the launch, and 10 more released soon after. They have both 32X cartridge and CD games in development.

Metalhead is a battle game where you control a huge Battletech-type robot, and you go up against a computer opponent.

Deadlus looks like a shooter, similar in theme to the hit Sega CD game, Silpheed. If it plays as good as it looks, I think we're in for a treat.

Star Wars Arcade is a direct translation of the polygon shooter coin-op. Sega touted that everything present in the coin-op would be retained in the 32X version, but the demo running at the Tokyo Toy Show was presumably the arcade game.

A new side-scrolling action/adventure title called Tempo is also scheduled to be out soon after the system's release. The game is set on Planet Rhythma, where an evil space octopus named King Azolos brainwashes all of Tempo's insect friends. Tempo has CD quality sound and cartoony graphics. Sega may have a new mascot.

Super Motorcross is a game that has been announced, but hasn't been shown yet. It has 15 courses which you can race with three different classes of motorcycles. Two perspectives help you see your way to victory in this one-player, 16-Meg racing challenge.

Look at what the Genesis 32X can do—ultra smooth, super clean scaling without a hefty price tag. This is the way to play games!

Speaking of racing, Sega has also announced Virtua Racing Deluxe on the 32X. It looks more defined than the Genesis version with shaded polygons and fast-paced action. Six courses and three different cars to choose from will make Virtua Racing Deluxe a must-have for racing fans.

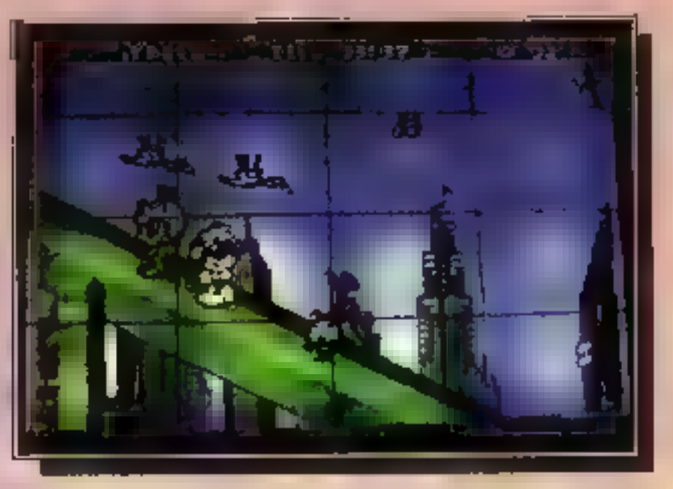
Fahrenheit is a Sega CD 32X game, which features a full-motion video story line that is similar to that of Backdraft. You must do whatever it takes to save lives and escape burning buildings.

Midnight Raiders is also a 32X CD game, in which you pilot an AH-64 Apache Attack helicopter to rescue a government official. It's an adventure, fighting, and shooting game in one.

Doom, the popular PC game, is making its 32X appearance as well. You must escape from endless mazes filled with deadly alien creatures and Bosses. It is expected to be one of the biggest 32X hits.

Stellar Assault is a first-person perspective shooter that features fast-paced, 3-D action. You can choose which ship you want to pilot on your missions through the universe.

Cyber Brawl is a futuristic fighting game which features a rotating camera angle and multiple points of view. You'll be there as your fighter ducks away from damaged armor, flying fists, and deadly weapons. Sega says it will be the king of all fighting games.



Tempo is a side-scrolling adventure with a hip attitude!

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THIS MAY BE YOUR LAST.

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Tetragon™

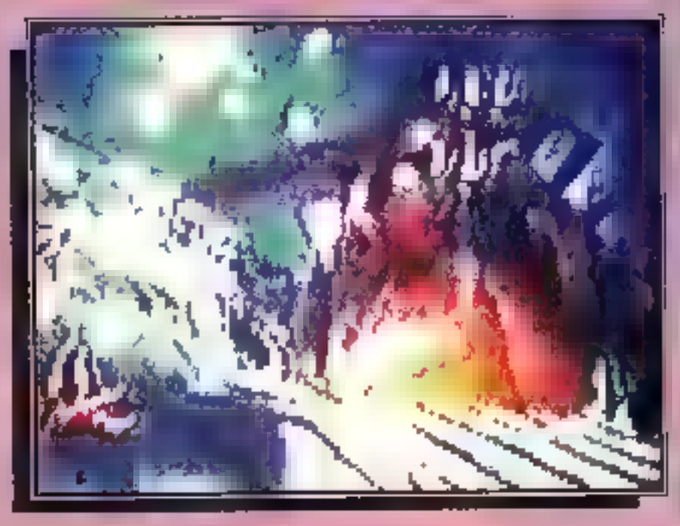
SEGA'S GENESIS 32X GAMES ARE HERE!

Shadow of Atlantis is a game which will take you 20,000 leagues under the sea to risk life and limb while trying to get air. Sega expects this first-person perspective game to do very well.

The classics always seem to worm their way back when a next generation system comes out. Two classic Sega games, Afterburner and Space Harrier, have been updated for the 32X. Super Afterburner will take you to new heights with realistic graphics and sound that haven't been seen on any other system to date. If you're a fan of Afterburner, watch out! Super Space Harrier sends you head first on a mission to save the inhabitants of Fantasyland. Multi-headed reptiles, space phantoms, and wicked wizards stand in your way Are you worthy?

With the 32X not far away, what can we expect from Sega in the future? Will the 32X try to ride the last of the Genesis out until the Saturn makes its way over to these shores? Or is Sega hinting at what's to come?

Virtua Racing Deluxe is set for the 32X. Will it be a hit?



Shadow of Atlantis is a 32X title that will take you down with the island.

NEO•GEO CD BRINGS ARCADE HOME

The Neo•Geo CD system was unveiled at the Tokyo Toy Show, and it looks promising. It is a stand-alone machine, so you do not have to own a Neo•Geo to purchase the system. It is designed for the home market. At the show, they were showing a demo of Fatal Fury 2. The prototype of the machine that they showed was single speed, and the load time was 14-28 seconds between rounds. You can see that the screen on the right is a load screen.

Fatal Fury 2 on the Neo•Geo CD.

Load time may turn out to be a problem.

Sleek, stylish, dependable. No, it's not a car, it's the Neo•Geo CD!

Here in the U.S., SNK is considering releasing the system at an affordable price. Chad Okada of SNK commented that the system "would need to be set at a price that consumers would accept." He could not give a specific price, but he said that it should be set somewhere around $399. Mr. Okada also mentioned that "to my knowledge, it is double speed." Whether the system at the Toy Show was a quickly produced prototype is not known.

As for the titles to be released on the system, Mr. Okada said that they are porting most of their titles over to CD, with the exception of older, less popular titles. These will also be priced at an affordable range, somewhere around $50. Maybe SNK will produce collections of older titles on CD.

What about the controllers? Since this system is made for the home market, the joysticks are smaller, and easier to handle during fierce game play. Will regular pads also be available?

Mr. Okada added, "The third party companies are now really excited. Games can be made for home, arcade, or both."

SNK hits like Samurai Shodown and Fatal Fury Special will finally be open to all, and new games just for the home version will be made.

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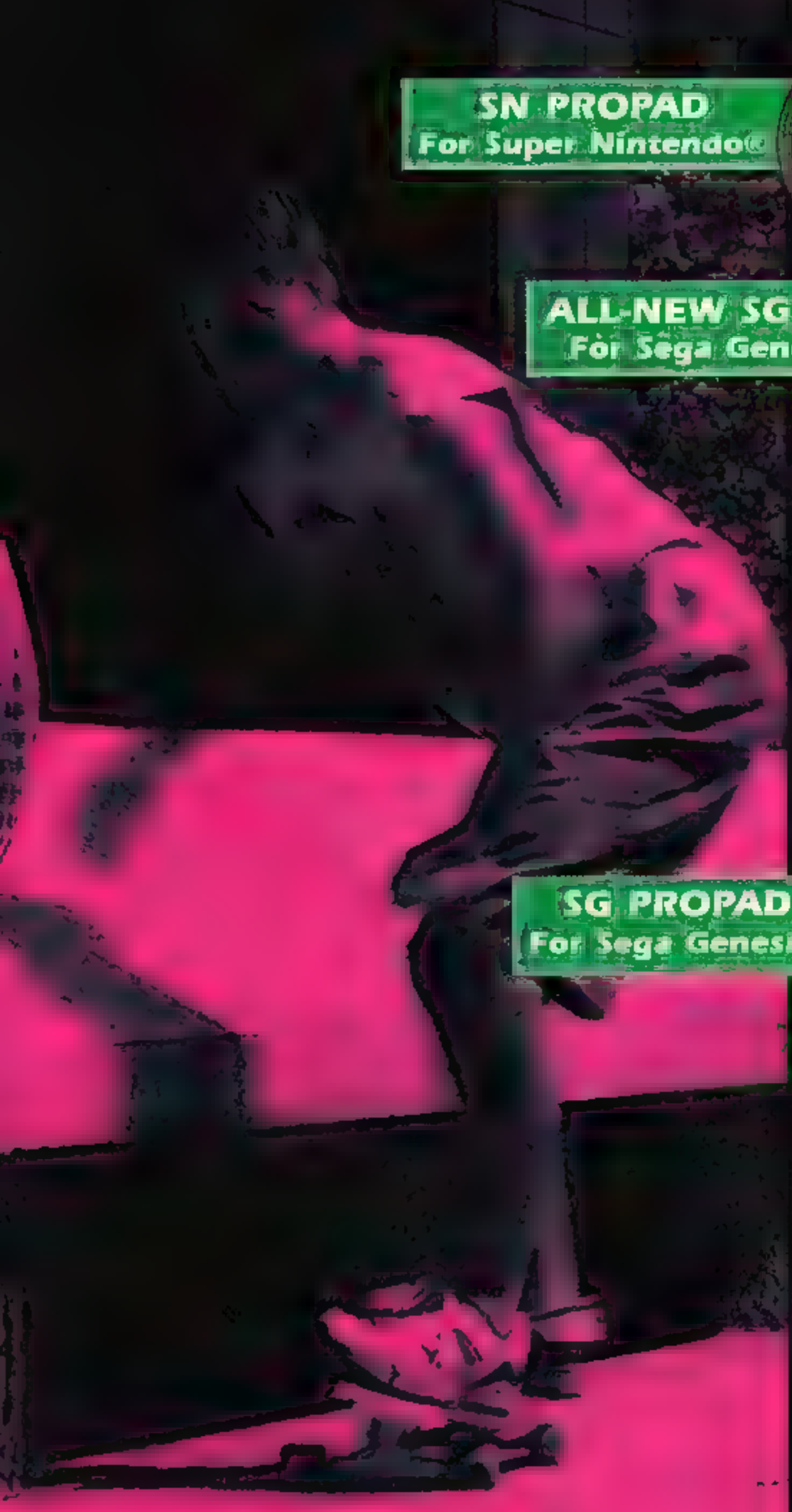

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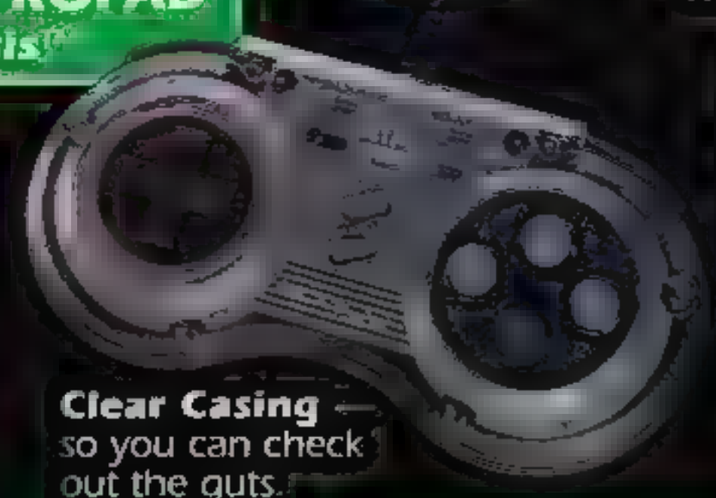

Clear Casing — so you can check out the guts.

Turbo Auto-Fire — for high speed fire power that won't wear out your thumb.

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ARCADE ACTION

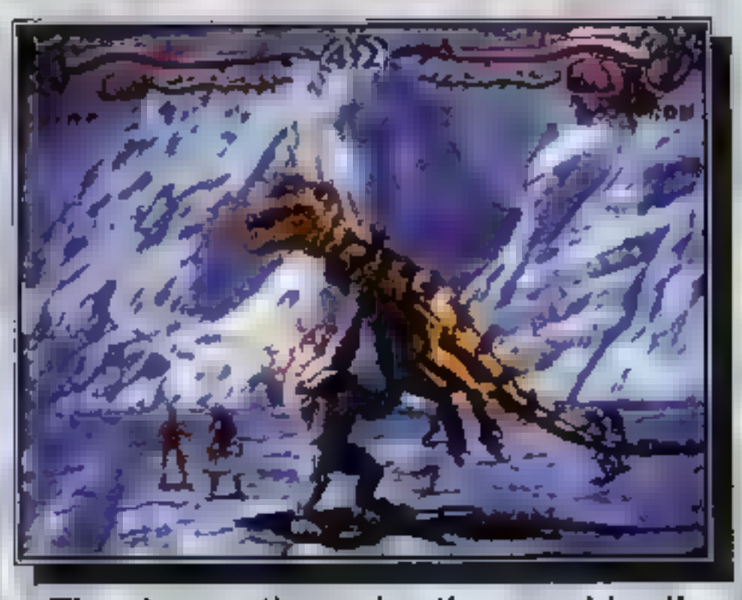
PRIMAL RAGE by Atari Games

Well hello there! Good to have you all back for another installment of Arcade Action! The Arcade Man has gotten the lowdown from Atari Games on their incredible new coin-op fighting game, Primal Rage.

This one's a scorcher! You can choose from seven different creatures to help you gain full domination of "Urth," a surreal, primordial place where giant beasts roam (sounds a little like your school, doesn't it?). Each of these seven characters possess over 70 moves including some particularly devastating special moves.

The real story with this game, however, is the stop-motion animation that Atari Games uses. When you first see Primal Rage in action, you are going to freak out! The beasts are awesome! The sound comes via the new Cage "Total Immersion Audio" system which bathes the players in a lush, full audio experience.

Time Warner Interactive, Atari Games' parent company, is planning to release Primal Rage to the consumer market sometime in 1995. Until then, go to your favorite arcade and prepare to go primal with Primal Rage!



The stop-motion animation provides the fiercest, most realistic graphics around.

Arcade operators can choose to "tone-down" the level of gore, if they wish.

Pick your character from a sizeable roster of seven possible combatants.

The special moves are only the icing on the cake! Each player has 70+ moves!

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Each fighter has his/her own fighting style, as well as strengths and weaknesses.

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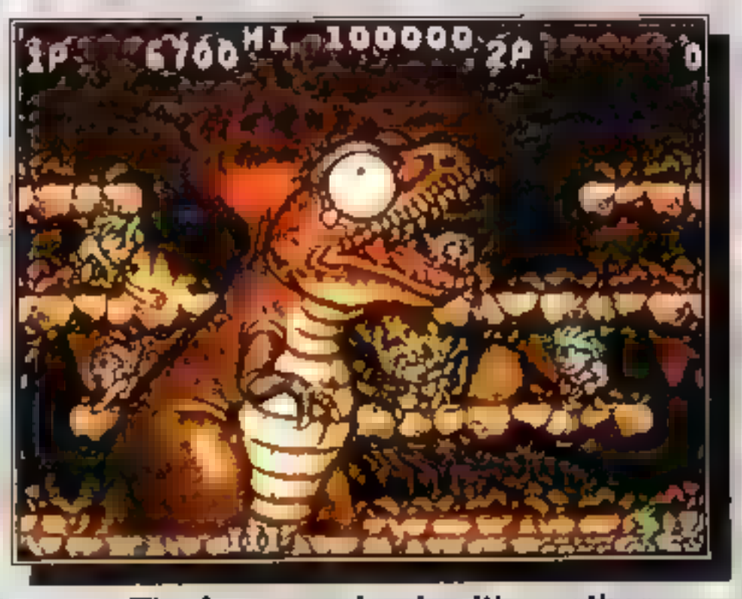
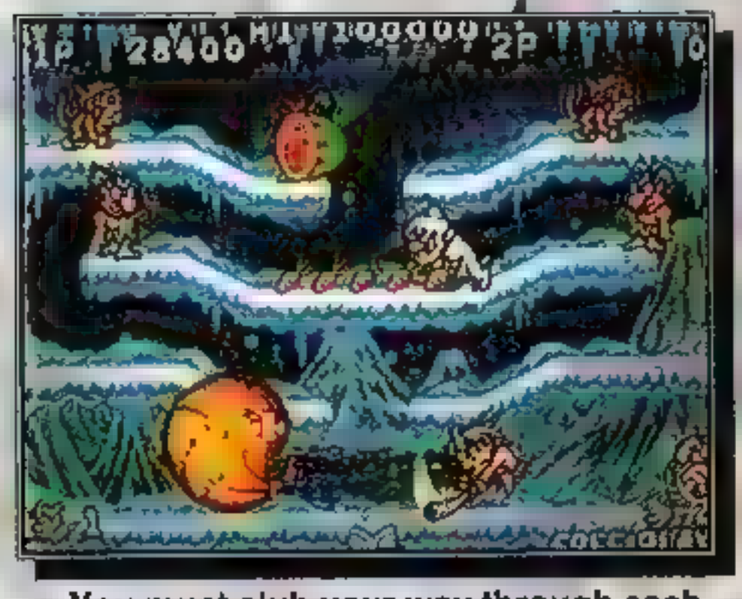
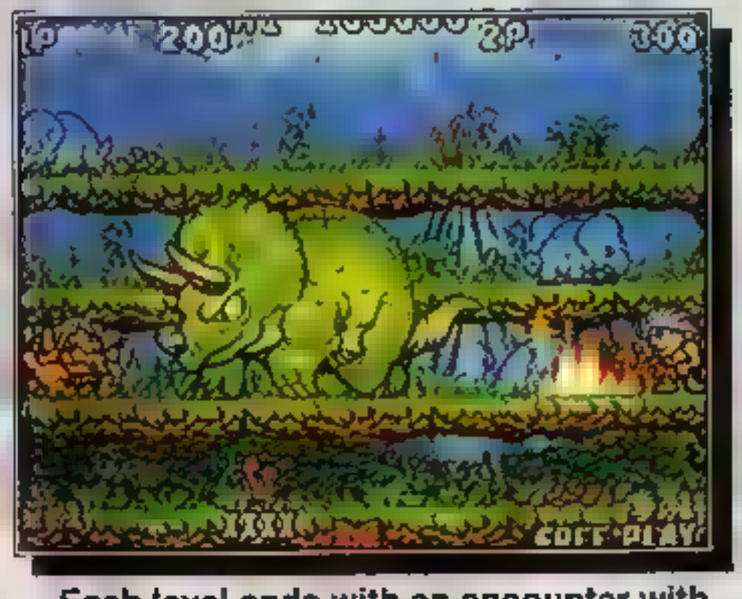
JOE & MAC RETURNS by Data East



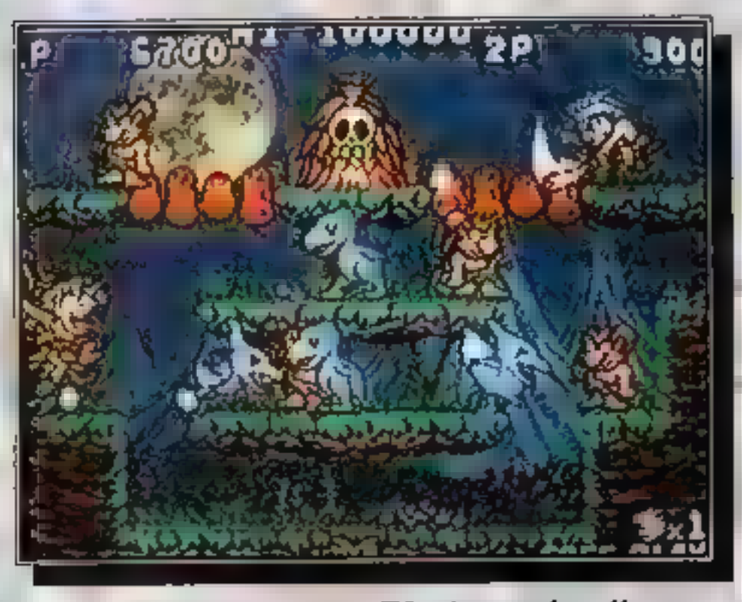
The boys are back with another prehistoric adventure in Joe & Mac Returns.



You must club your way through each level in order to rescue the cavewomen.



Each level ends with an encounter with a deadly, but whimsical Boss creature.



There are over 70 stages in all, each with a Bonus Stage at the end.

Joe & Mac Returns by Data East is an action game featuring those two loveable cavemen! They're two neanderthals with a job to do—beating up the bad guys and rescuing the cavebabes.

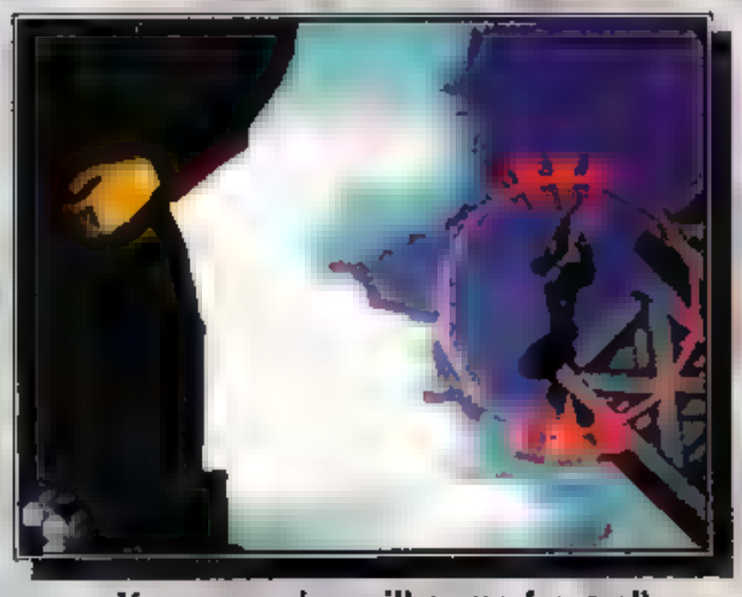
With over 70 levels in all, this job is a lot easier said than done! Each stage pits you and a friend against a multitude of creatures, like pterodactyls, triceratops, and other primitive monsters.

Control is through a joystick and two buttons, one for jumping and one for attacking. The graphics are well drawn with Joe and Mac displaying some very humorous facial expressions! The enemies that you'll encounter are guaranteed to make you smile!

Data East will not say whether or not Joe & Mac Returns will be released in America, but let's hope that it is! Unk!

VIRTUA COP by Sega

Virtua Cop features beautifully rendered vector graphics for added realism.



Your enemies will come from all directions in this exciting adventure.

Direct hit! Make sure your trigger finger is ready for an intense Virtua workout!

Here they are! The first pictures of Sega's latest installment in the Virtua series. This one is called Virtua Cop and it really looks cool! As you can see from the pictures above, it looks a lot like Virtua Fighters and Virtua Racing, but with a "cops 'n' robbers" theme. Is this a possible title that may also be released on Sega's upcoming Saturn or 32X? Only time will tell! In the meantime, look for Sega's Virtua Cop to hit the arcades in the next few months.

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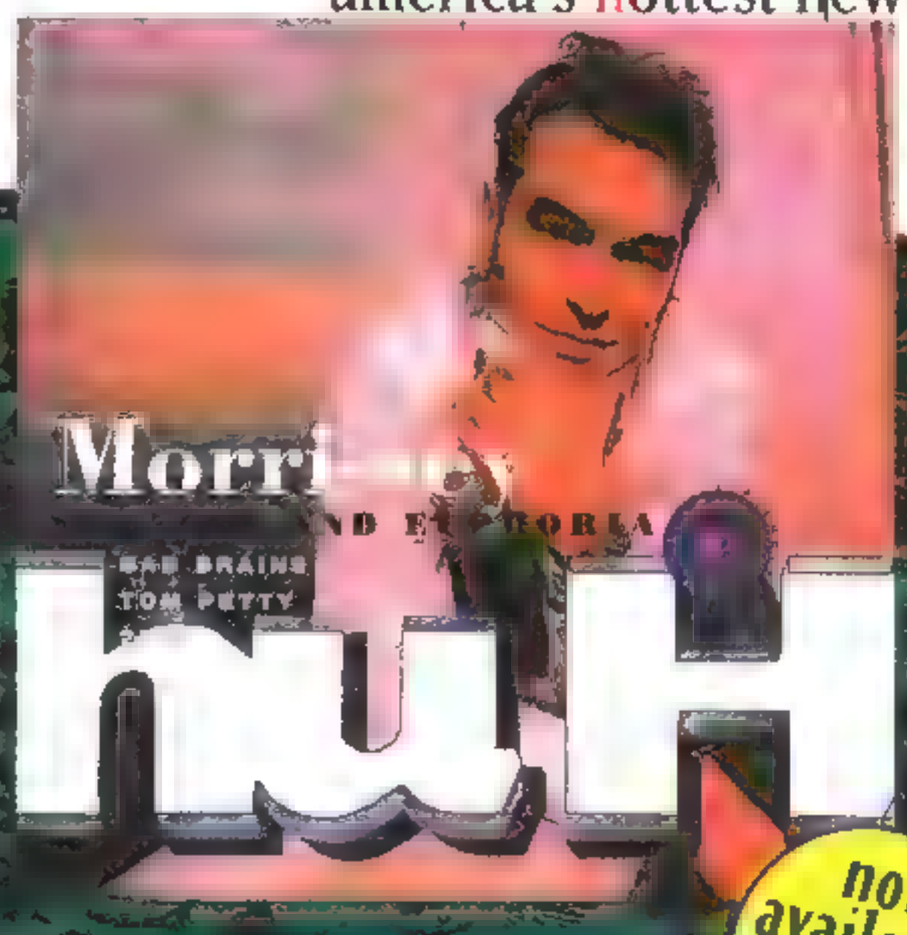

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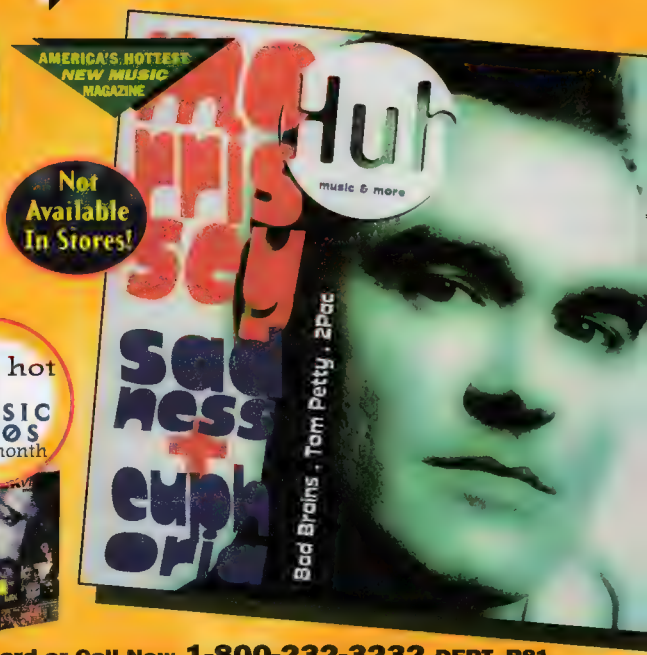

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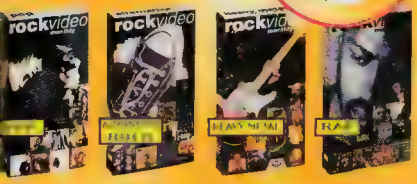

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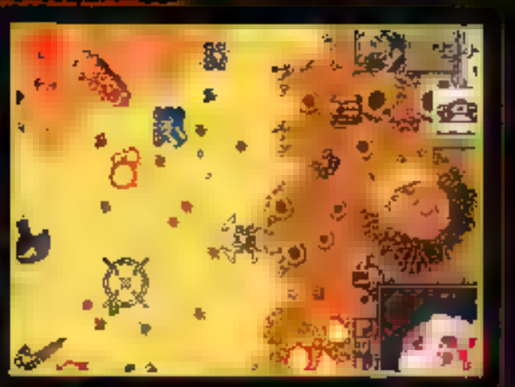

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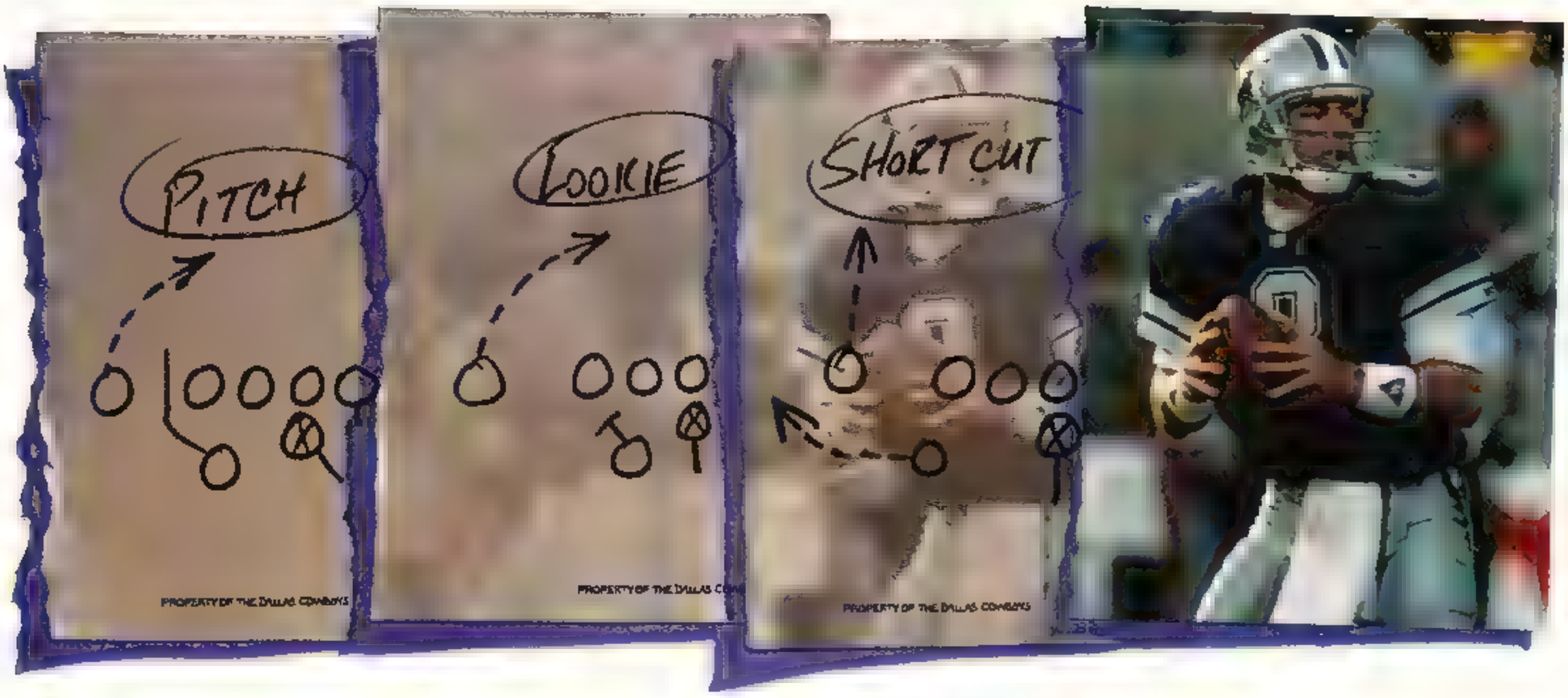

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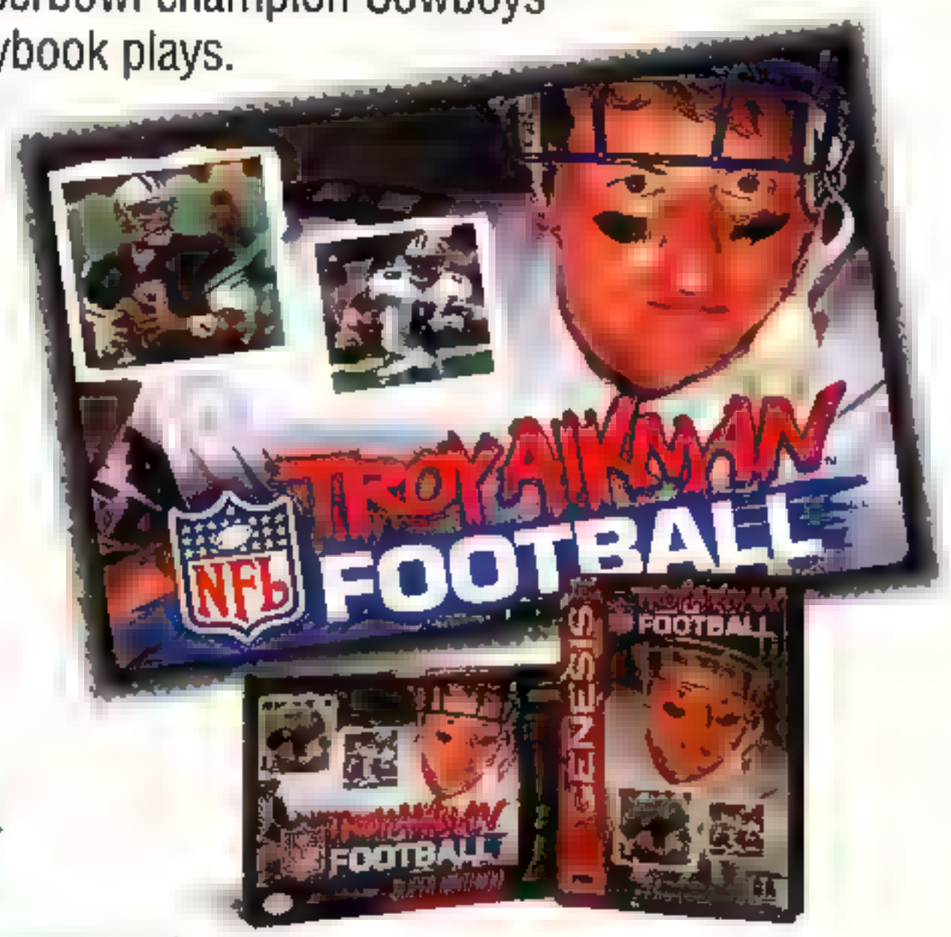

Genesis and SNES available in October

Team NFL

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TRADEWEST

INTERNATIONAL OUTLOOK

14 GAMES PREVIEWED!!!

Nosferatu, The Firemen, The Story of Thor, Aretha 2, Ultraman Super Fighters, Dragon Ball Z 3, Yuyu Hakusho, Bomberman GB, Shubibinman, plus the Tokyo Toy Show!!!

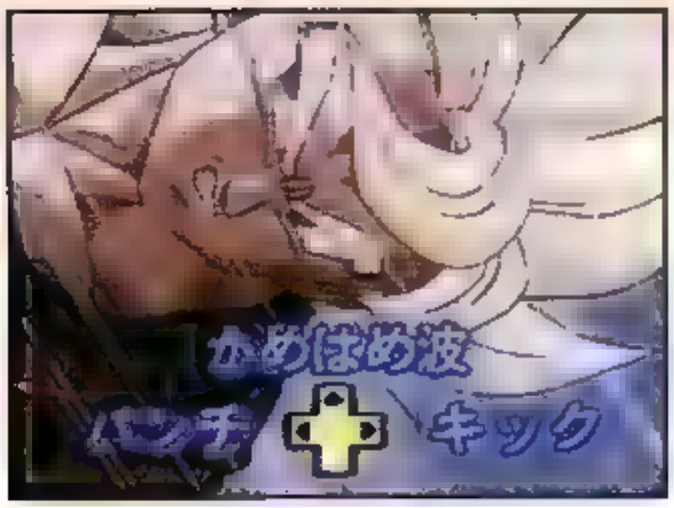
INTERNATIONAL NEWS

The video game scene is really heating up beyond belief. You'd better believe it, with the NEC 32 FX, Sega Saturn, and Bandai BA-X all up and running. At the Tokyo Toy Show one could see all of these new products

The Saturn had a great showing with plenty of games shown on video, and a couple actually up and running.

The NEC 32 FX had two fighting games, Battle Heat and FX Fighter. These use new types of interactive cinemas to play out the rounds of fighting.

The Bandai BA-X was an interesting system. It was pretty much like one of those choose-your-own-path books. A cartoon, like Dragon Ball Z 3 would play, then it would stop and give you a choice of what the character should do next.



Games like this for the BA-X let you choose the path of your heroes.

WORLD NET

Seta of Japan

Nosferatu

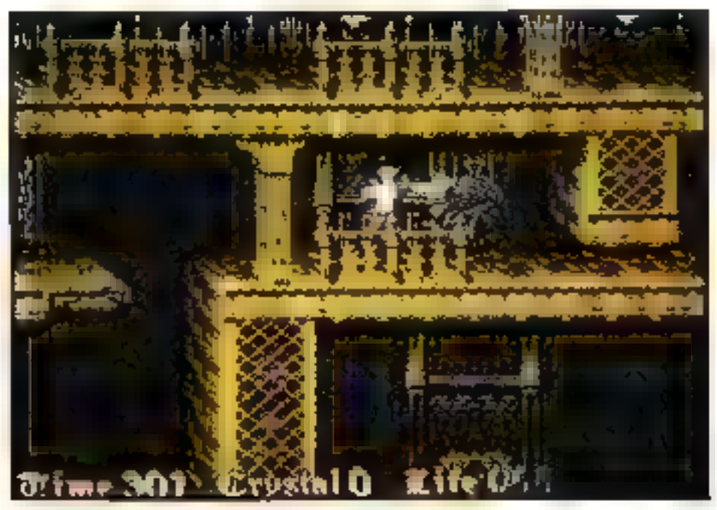
Super Famicom	
Action	
Late September	¥9,800

Almost two years after the original release date, Seta finally appears to have completed this gothic horror-action game. When you check out the intense screen shots, you'll have to agree that Seta poured a lot of time and dedication into getting the looks of the game perfect for capturing the spooky atmosphere of the vampire legend.

The hero of the game is John, a young man in Europe, out to rescue his love who has been kidnapped by Count Dracula. She will be a blood sacrifice for opening the gates of the netherworld. John must work his way through horrifying dungeons and castles infested with supernatural beasts and beings, not to mention deadly traps and maze-like corridors. (The game does share similarities with Prince of Persia, but the heavy, doom-laden atmosphere is entirely its own.)

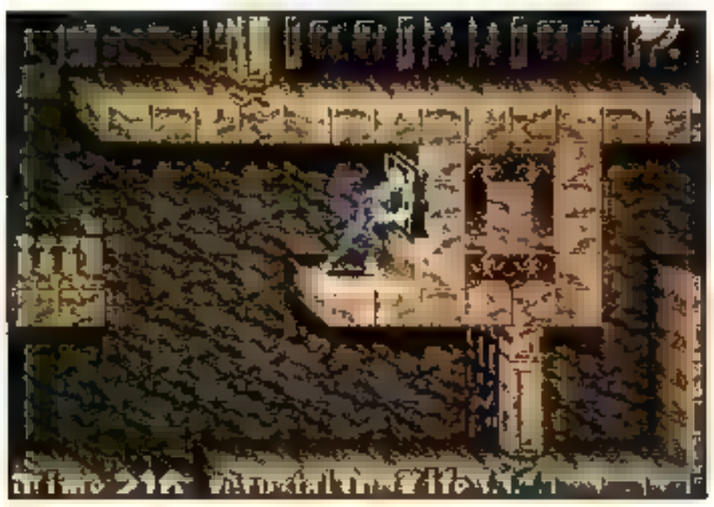
The amount of detail in this game is simply amazing. For example, Seta prepared over 350 graphic patterns for portraying John's movements. In fact, they take up four megabits out of the 16 in this game.

The backgrounds and creatures are all drawn with impressive detail, so much that it appears that digitized images have been used. It's been well worth the wait.



Use your fists to beat the undead minions back to where they came from.

The graphics of Nosferatu are unbelievable. Pictures don't do it justice.



Look for special traps and secrets hidden within the catacomb walls.

It looks like Nosferatu will be worth the enormous amount of waiting we've done.

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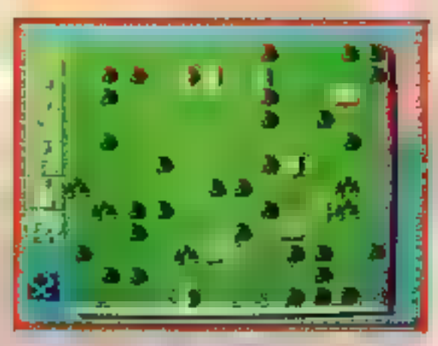

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INTERNATIONAL OUTLOOK

'94 TOKYO TOY SHOW

A GLIMPSE OF THE FUTURE...

This month we went to the Tokyo Toy Show where all the latest games and their systems were on display. Some of the hottest things to see were the Sega Saturn, the Bandai BA-X, and NEC's new 32FX. All of which were up and running. In terms of games, on the following two pages you'll be able to see what I think is the hottest stuff. Some of the best games included Super Parodious, Dragon Ball Z 3, Ristar the Shooting Star, and Spacenauts. After all that, we still have some more mega-cool games in the regular International section.

Konami of Japan

Spacenauts

3DO	
Adventure	
Unknown Release	Unknown Price

At the '94 Tokyo Toy Show, Konami of Japan had a very nice surprise in the form of Spacenauts. Spacenauts looks like an interactive drama along the lines of Snatcher. In fact, the art style looks very similar. If you look at the pictures below, you'll notice that they look quite good. That's because Spacenauts is for the 3DO system!

While we weren't able to see a lot of this title, what we did see looked really cool. With Konami behind this game, you can be sure that this will be as addictive a mystery as the great game Snatcher was.

If you have a 3DO, you'd better hope that this game hits our shores soon. Look for more on this in the future.

Spacenauts is set in the distant future where technology is advanced.

Spacenauts looks like it will be a mystery, much like the game Snatcher.

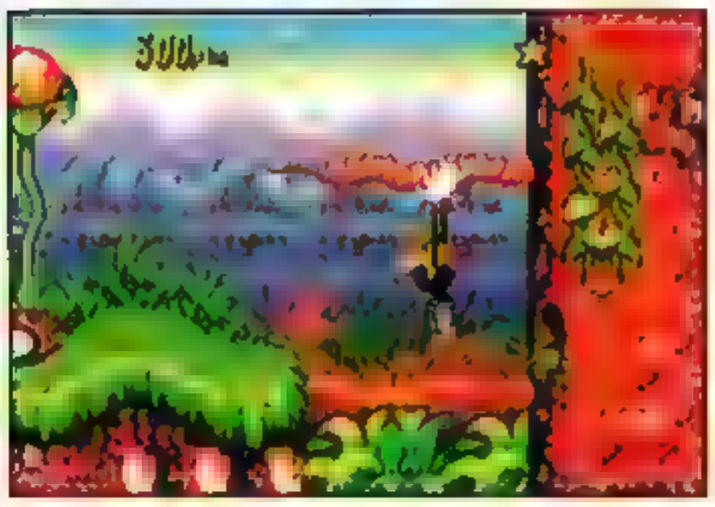
Sega of Japan

Ristar the Shooting Star

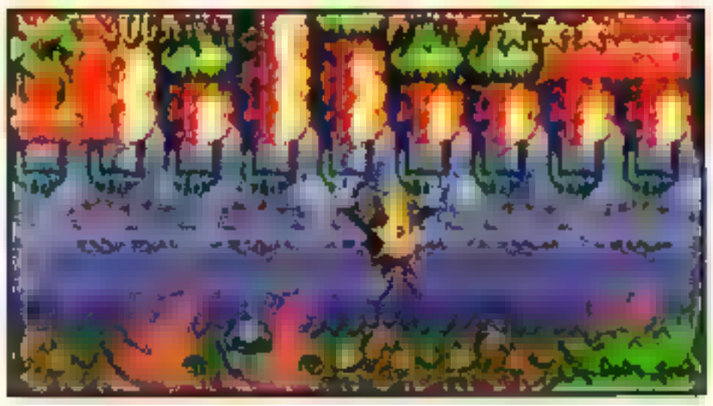
Mega Drive	
Action	
Unknown Release	Unknown Price

Ristar is a meteoric hero who is out to save the planet Bulge from the vile clutches of King Greedy. But it's not just the king who has grabby hands, Ristar gets about by grabbing hold of virtually anything and hauling it away. For instance, he can grab vines and branches to haul himself up and away. He can stretch out and snag handy items. He can even grab enemies, tug them close, and put them away with savage headbutts.

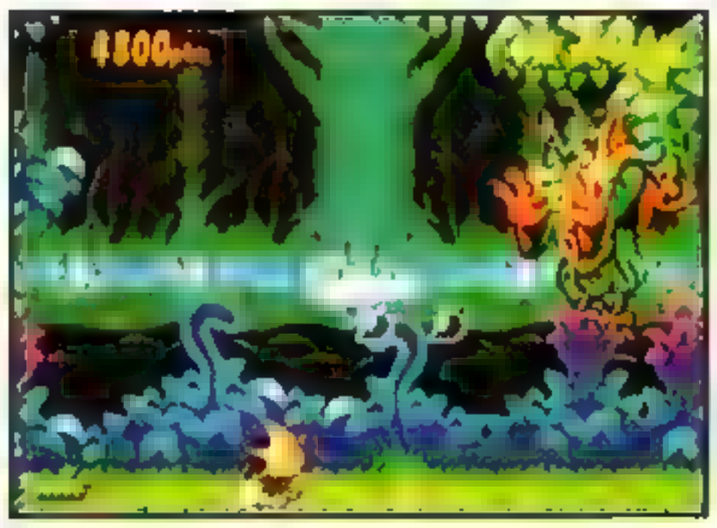
As there are no time limits, Ristar has time to explore the big stages to his heart's content. What's best, is that including bonus stages, there are 32 stages where Ristar can grab and hang out. We'll have to see if he's going to grab a hold of Sonic's fame and glory. We'll just have to wait and see



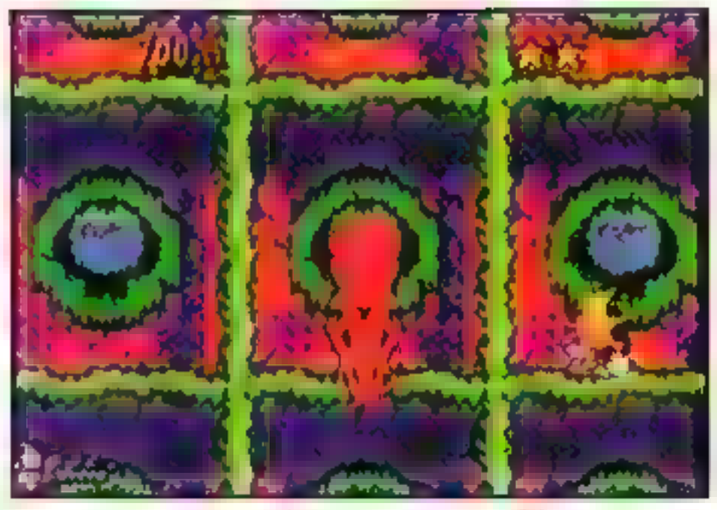
Stretch out your long arms to get to those inconspicuous places and items.



Ristar looks like it's going to be even hotter than Sonic the Hedgehog!



Giant Bosses make Ristar's life a little bit harder. Each has a weakness.



Watch out for the holes. Giant serpent-like monsters appear out of them.

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INTERNATIONAL OUTLOOK

Konami of Japan

Perfect Eleven

Super Famicom	
Sports	
October	¥9,800

Konami, long known for their outstanding shooters and excellent action games, is rapidly becoming a major force in sports games. This cool soccer game joins their ace Powerful Pro Baseball in the Live Broadcast series with impressive play-by-play announcements. Movements of the players are extremely realistic, capturing all the fine nuances of the sport including even feints and slides. When a player is fouled, he even rolls around on the ground in obvious pain while the culprit complains to the ref.

The playing field is viewed from an easy-to-see diagonal angle. Players are relatively big, making for easy passing, shooting, and defending on the lifelike football pitch. Add the ability to change playing conditions and characteristics of players, and you have what looks like a major contender for the best soccer game ever. Perfect Eleven definitely scores.

Perfect Eleven looks like it's going to be one of the best soccer games around.

Choose from plenty of teams; perfect for the picky player who must have it all.

Masaya of Japan

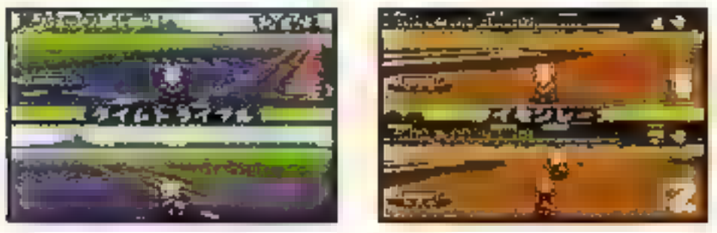
Rider's Spirits

Super Famicom	
Racing	
September	Unknown Price

Sorry people, it's not the sequel to Super Mario Kart, but it may as well be. Other than the fact that the racing machines are motorcycles, there's very little to tell the two games apart. For example, there are eight different drivers, but there are actually only four types with different characteristics for acceleration, speed, and handling. For One-player Mode, the bottom part of the screen can be used for displaying the course map or showing the rearview with two mirrors, just like a bike. There are many types of tracks including dirt, asphalt, cobblestone, and ice.

One thing that is radically different is the Chicken Race, where you hammer your bike down a ramp and stop as close to the edge as possible without going over the end in a smoking ruin. This really gets your adrenaline pumping! Just right for racing fans.

In the One-player Mode, you can see the map of the race on the bottom screen.



Or, if you wish, the bottom can be used as a simulated rearview mirror!

Konami of Japan

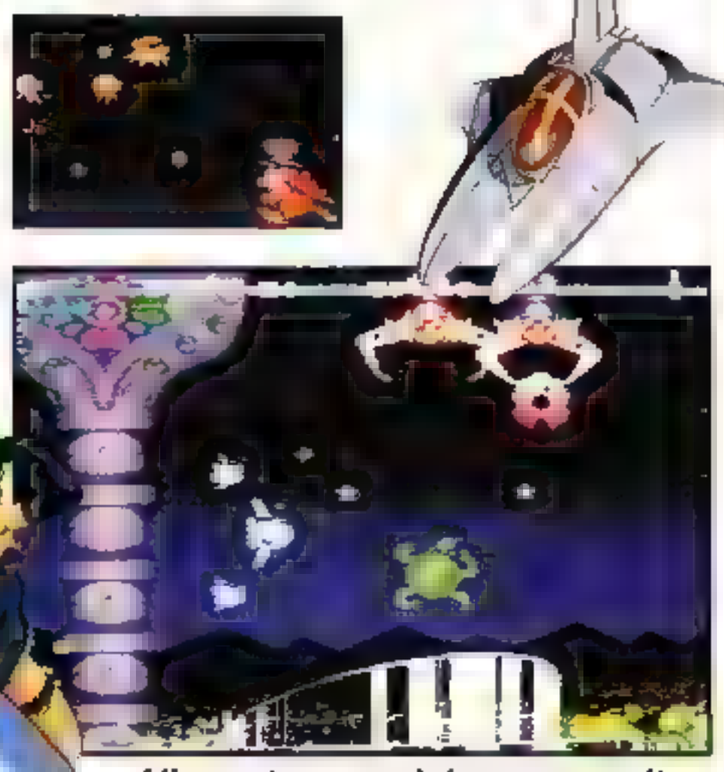
Super Parodious

Super Famicom	
Shooter	
November	¥9,800

The sequel to the wildly hilarious, but hair-raising tough shooter is already headed over from the arcade scene. As the name suggests, this is a parody based on Konami's classic Gradius series of raunchy shooters. This time out Konami has expanded the selection of off-the-wall characters from four types to eight, including Big Viper and Lord British from Gradius; and Twinbee and Winbee from the Twinbee series. Other fighters include pairs of penguins, sunfish, octopuses, winged pigs, stick figures on paper airplanes, and even a couple of bunny girls on missiles!

"Demented" is the only word to describe the enemies, as things are completely out of the ordinary. Despite all the hilarity, this cart upholds Konami's reputation for great shooters.

This giant panda is one of the many comical Bosses you'll see.



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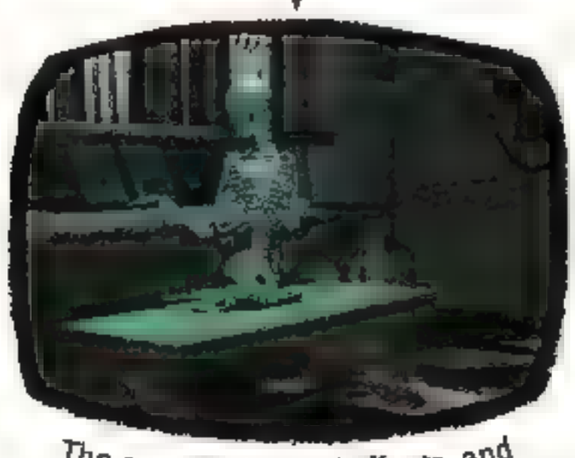
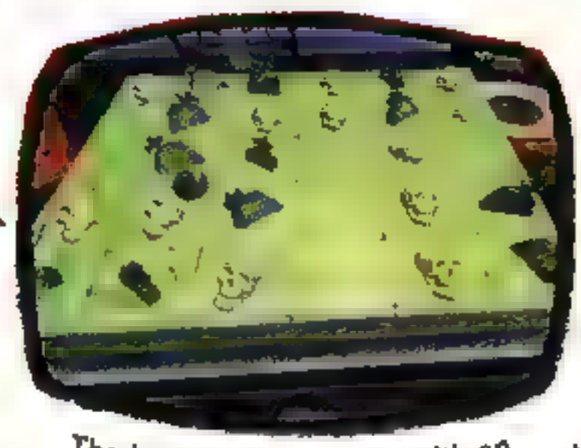


The creepiest sound effects, and a terrifying digital soundtrack that'll turn your hair white faster than a career in accounting



The hairiest experience, with an intense 3-D atmosphere so disturbingly real, you can almost smell the rotting corpses. Gross.

Your fingers are numb. You're choking on a wad of bile lurched up from your ulcerous gut. And your heart is beating so violently, those veins on your forehead are visibly pulsating. You are either, a) playing the best version of The 7th Guest ever, b) on your way to cardiac arrest, or c) both. No, my friend, you shan't recover from this one.

CD-i

Virgin

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Human of Japan

The Firemen

Super Famicom	
Action	
Unknown Release	Unknown Price

Does anyone remember *Towering Inferno*, that disaster movie about a skyscraper on fire from the '70s? Human, who made Septentrion (released over here as SOS by Vic Tokai) based on the movie *Poseiden Adventure*, sure does!

Metrotech, a major chemicals manufacturer, is holding a Christmas party at their brand new office tower when a kitchen fire gets out of control. You play Pete, a veteran firefighter, who must enter the blazing building and snuff out the inferno. Pete is accompanied by Danny, his partner who is handy with an ax. (Danny is merely an option, but you couldn't ask for a better partner!)

The game is very dramatic with a fast developing scenario that requires Pete and Danny to make their way through intensely dangerous scenes. Here's your chance to be a hero.

Enter the fiery smoke-filled corridors, and try to put out the flames.

Try to put the fire out before it spreads using your hoses and water guns.

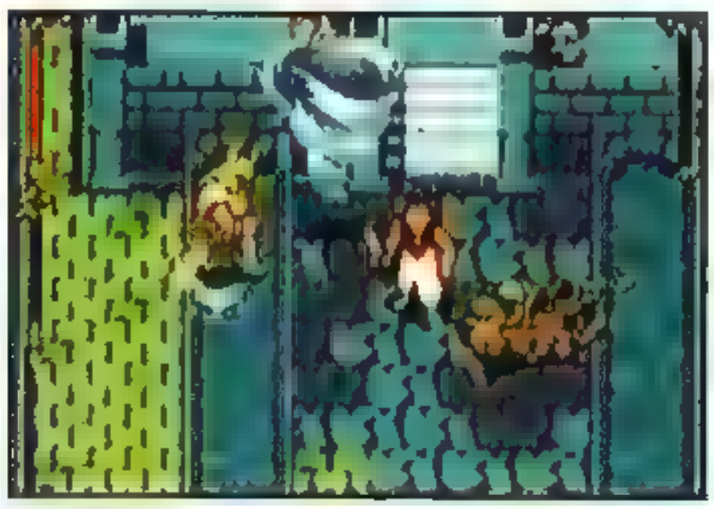
Sega of Japan

The Story of Thor

Mega Drive	
Action RPG	
Unknown Release	Unknown Price

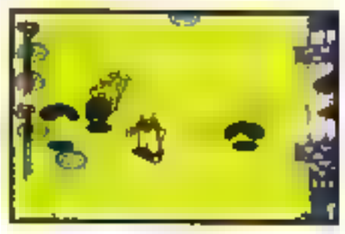
Brand new from Sega, an action-RPG in the mold of the most excellent Zelda series. The hero of this big 20-Meg quest is a young warrior who is equally adept at swordplay and archery. He is drawn with over 500 graphic patterns so his movements are extremely smooth and lifelike. He must fight many fantastic beasts in a magical, medieval setting where a dark cloud of evil has cast its soul-draining shadow. The hero must fight it out alone against almost hopeless odds with only the help of spell-casting spirits which he summons during battle.

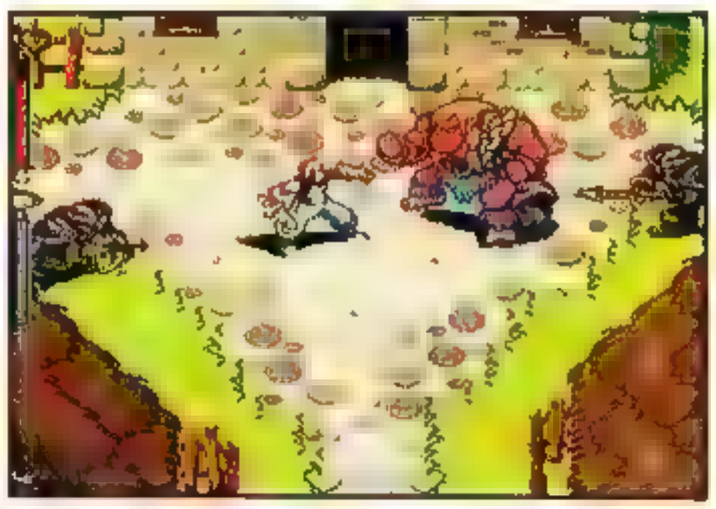
Featuring a soundtrack by the master of game music, Yuzo Koshiro (whom we mistakenly credited for the not-so-great music of Streets of Rage 3, Sorry!), the RPG shows strong potential of becoming an engrossing, all-night sensation.



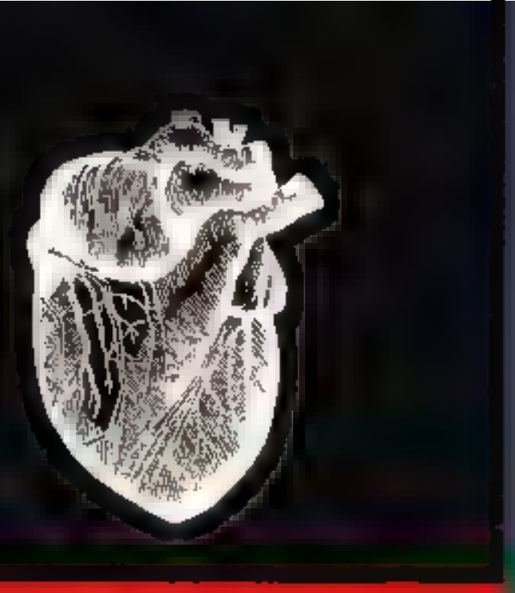
Summon spirits to toss the vicious enemies some nasty spells.

Travel from place to place, defeating the maniacal monsters that attack.



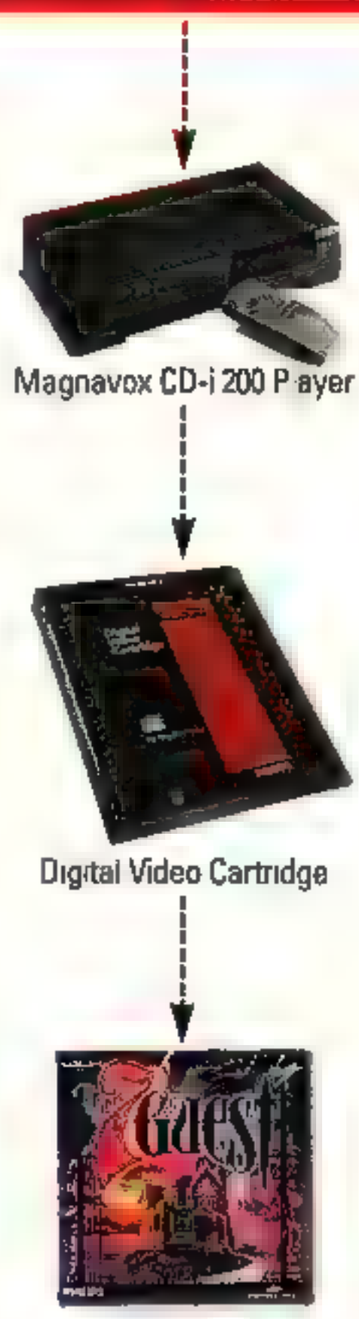


You'd better brush up on your sword fighting, or you'll be mashed.



BUY THE PLAYER AND GET THE GAME FREE.

(THAT IS, IF YOU THINK YOUR HEART CAN HANDLE IT)



Magnavox CD-i 200 Player

Digital Video Cartridge

Free

Right now, when you purchase a Magnavox CD-i 200 player and a Digital Video cartridge, we will put a 7th Guest CD-i game in your clammy little hand free of charge.* Plus you get the cool game, Kether, which already comes packed inside the player box. Sure hope you have good medical coverage, buddy.

CD-i

PHILIPS MEDIA

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INTERNATIONAL OUTLOOK

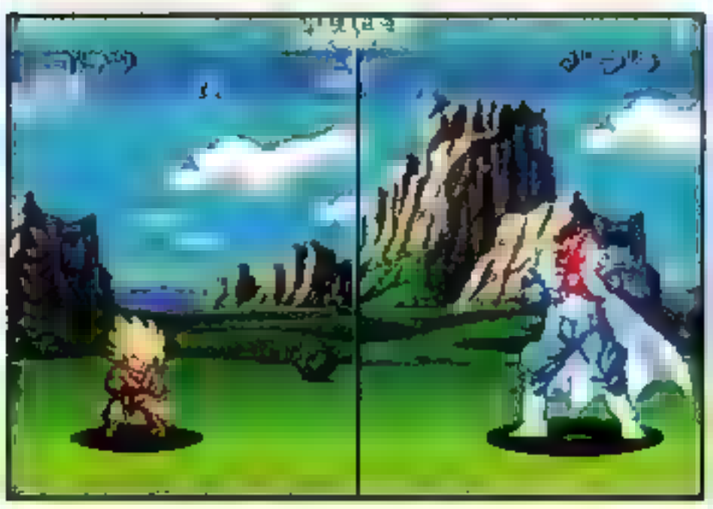
Bandai of Japan

Dragon Ball Z 3

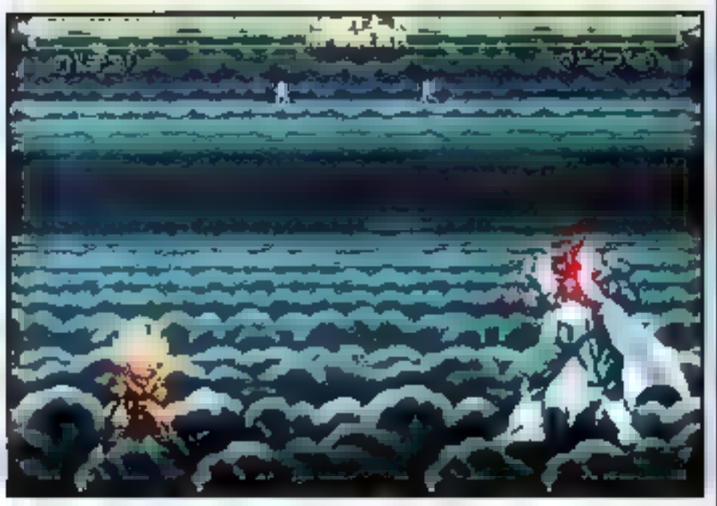
Super Famicom	
Fighting	
September	Unknown Price

Not even a year after the 1.5 million-selling DBZ2 hit the streets, the sequel is already on the way. The cast of fighters has been updated to keep pace with the long-running TV anime series so there are several new characters. For example, one of the newly added characters is Son Goten, Goku's son who was not yet born when Goku died warping the self-destruction cell away from Earth. Another new face is Dabula, a demon helping the twisted mage Babidi set free an ancient god of destruction. Besides the new characters, some familiar fighters also return, including Son Gohan, now a high school student, and Goku back from the dead for one day only—halo included.

Bandai promises that the game system will also undergo some modifications to really turn up the heat of this already exciting fighting series. Count on seeing a blowout on this one soon!



The Split-screen Mode is still here, so you have more fighting options.



All the backgrounds are new, and the characters look better than ever.

Yanoman of Japan

Aretha 2

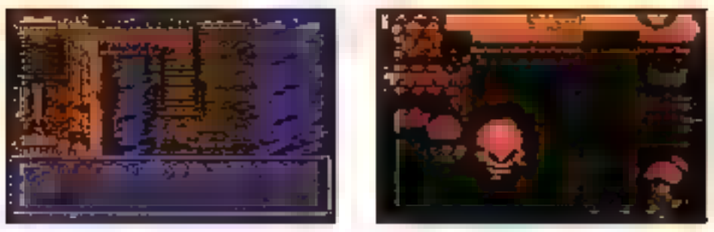
Super Famicom	
RPG	
Unknown Release	Unknown Price

Although numbered "2," this is actually the fifth in Yanoman's popular RPG series. (The "2" refers to the fact that this is the second game on the SFC—the first three were on Game Boy)

The story picks up where the first SFC Aretha left off. The heroine, Ariel, is the Queen of Aretha who is leading her people to rebuild her shattered nation. However, a letter arrives from her close friend, Doll, a young but powerful mage, begging for her help. She is torn between her duties as a leader and her loyalty to her friend. In the end, friendship prevails and she sets off to a mystical underground world in search of Doll, not knowing that she will become embroiled in a long and fantastic journey.

Yes, folks, another decent looking RPG that probably won't make it over here. Arrrgh! We need more RPGs!

Ariel gets the message from her friend Doll that she needs help.



Once Ariel enters the underworld, her epic journey begins.

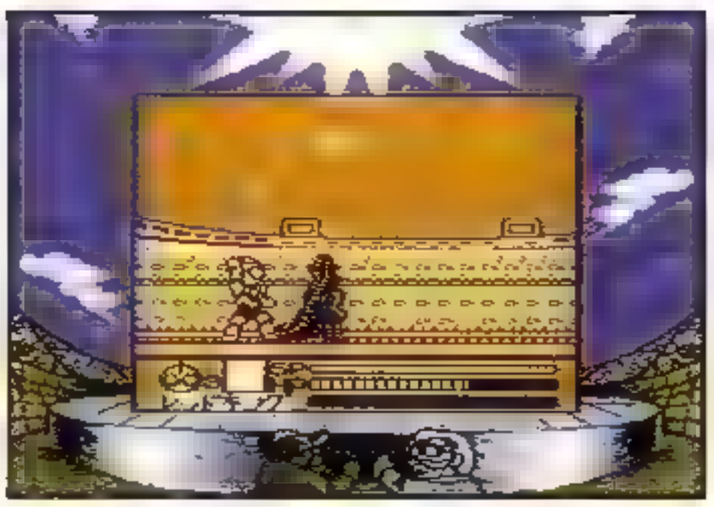
Angel of Japan

Ultraman Super Fighters

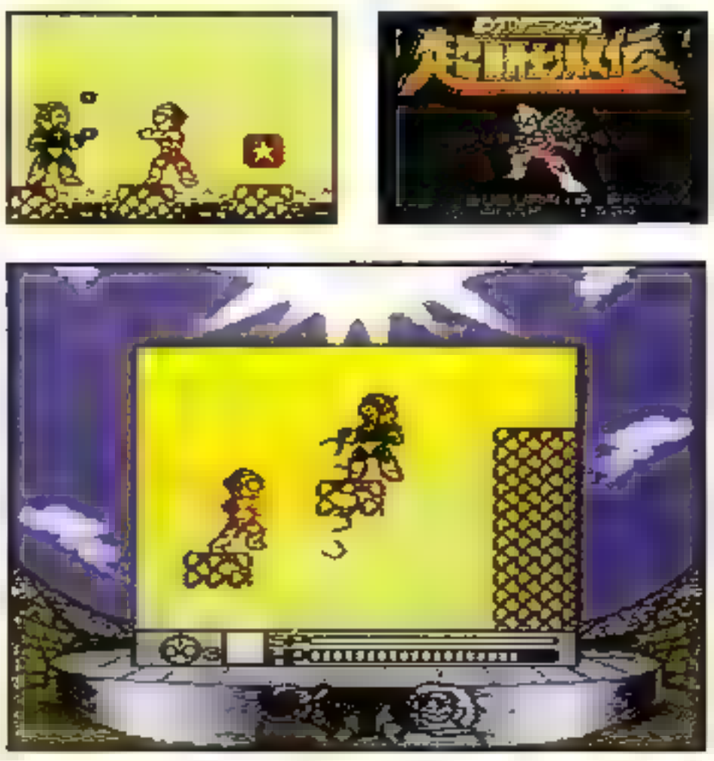
Game Boy	
Action	
August	¥3,800

Ultraman, the best known of all Japanese live-action superheroes, takes on all comers in this hot cart that combines side-scrolling action, fighting, and even shooting. U-man's quest to become the top fighter in the universe is helped along by later Ultra generations including Ultra Seven, New U-man, Ace, Taro, and even the not-so-popular Leo. The Ultra crew's foes include many classic monsters like Red King, Baltan, and a whole slew of lesser known monsters that bring tears of nostalgia to these eyes. Despite being for the Game Boy, the action is hot and heavy with Street Fighter II-type power moves and energy beam attacks.

Using the Super Game Boy adapter, you can check out the wicked action in decent colors, too. Ultra fans should definitely take note. It will really bring back memories.

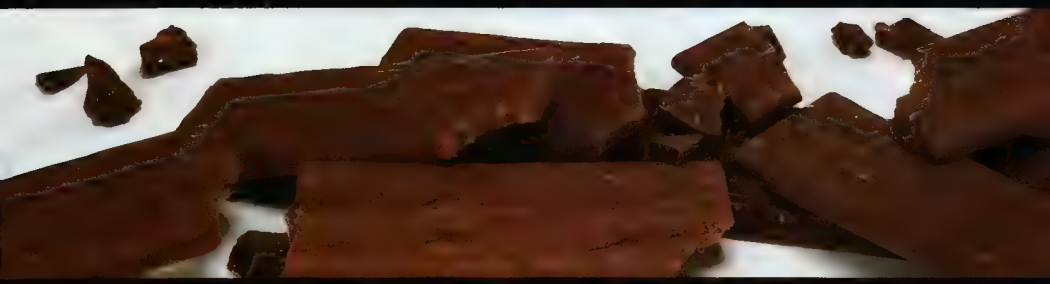


Fight terrible monsters like Red King. Use your powers to defeat them.



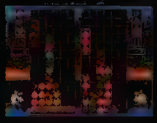
Your adventures will put you up against all sorts of giant creatures.

All of these are habit



forming but only one

won't give you zits.



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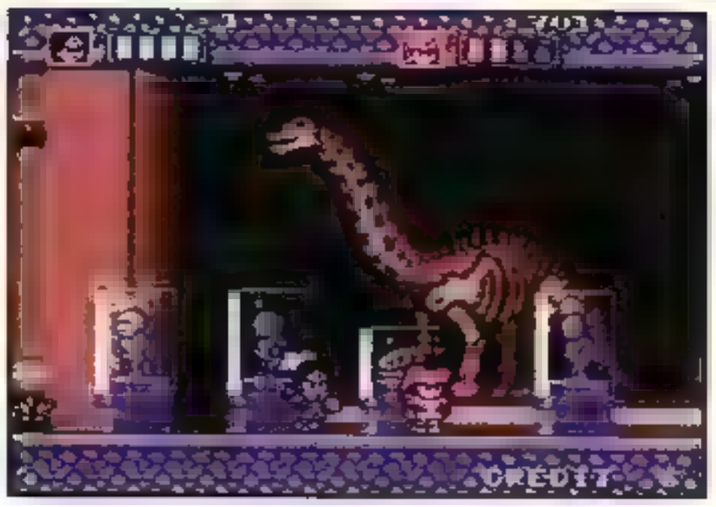
Masaya of Japan

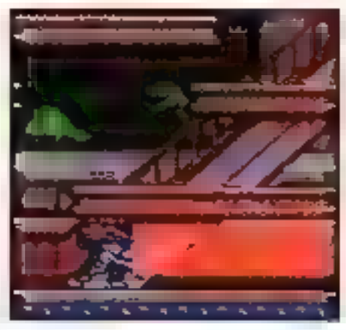
Shubibinman

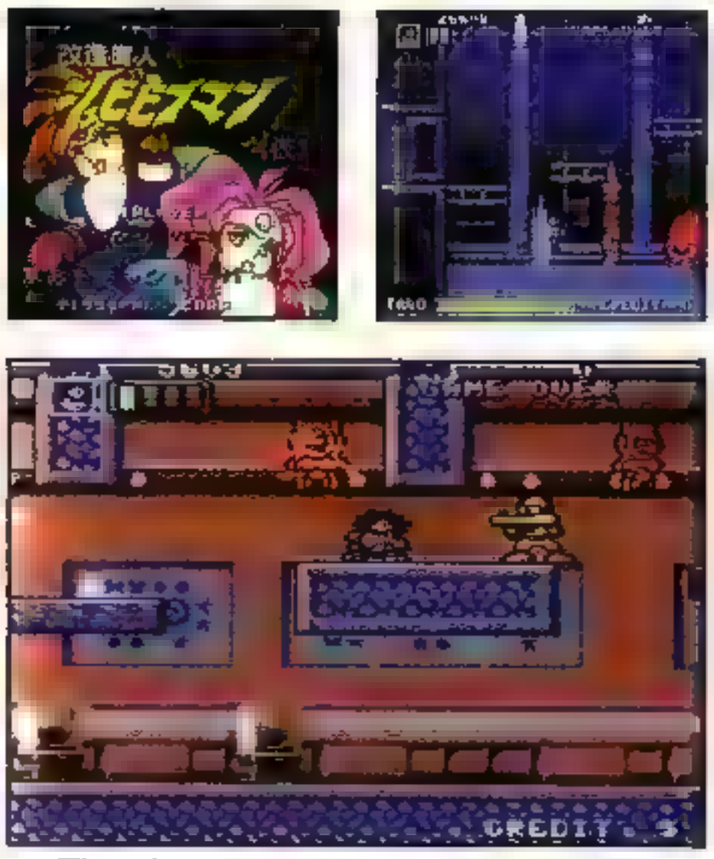
Super Famicom	
Action	
November	Unknown Price

One of the classic side-scrolling characters of the PC-Engine lineup is ready to hit the screens of the Super Fami. Known to many Duo owners as Shockman, this game gives you control of two main characters that were cybernetically enhanced to battle with all kinds of crazy evil-doers. The style of the game is a weird blend of Mega Man game play crossed with the art styles of Gunstar Heroes.



Journey through museums and other strange and bizarre levels.





The characters are small and goofy, but this all adds to the fun of the game.

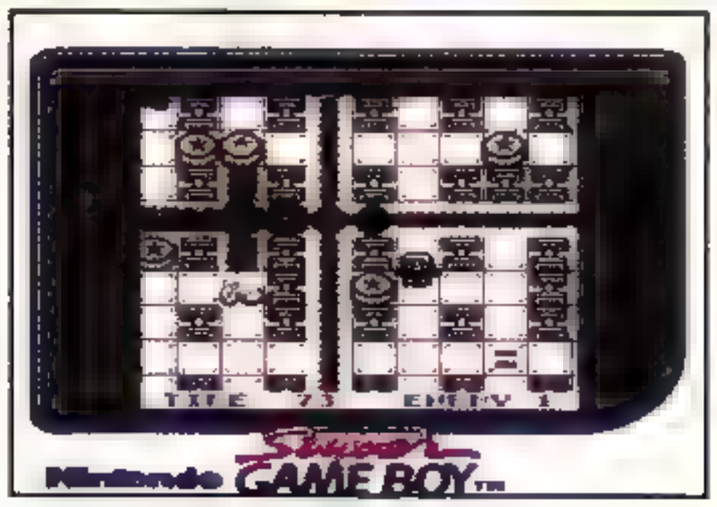
Hudson of Japan

Bomberman GB

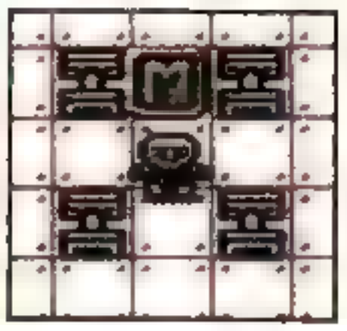
Game Boy	
Action	
August	¥4,777

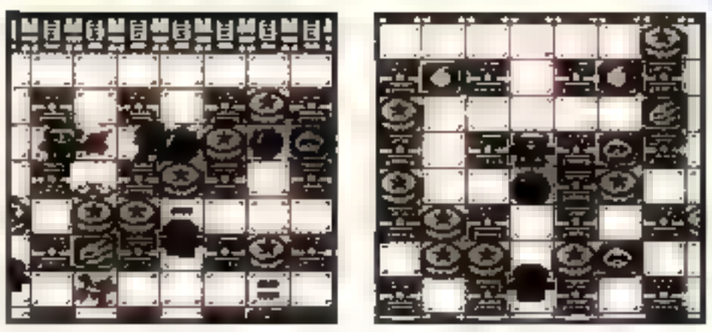
Bombs away! The ultimate party game goes portable with this all-new cart. Using the special four-player tap, you and a few friends can blast each other to smithereens.

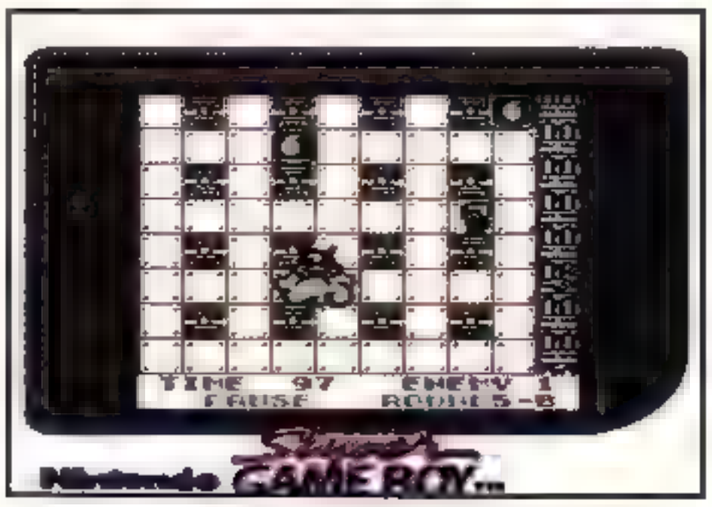
Although the game may be on the small screen, it's really intense—just like the Super Famicom version. The explosions might be a tad difficult to see, but anyone who's ever been addicted to the original will love it.



Set off chain reactions to catch your foes off guard. Ka-boom!







Bosses like this one can take a lot of bomb hits, so keep on bombing it.

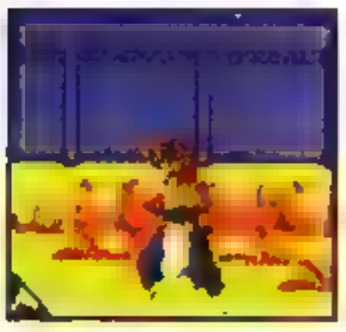
Sega of Japan

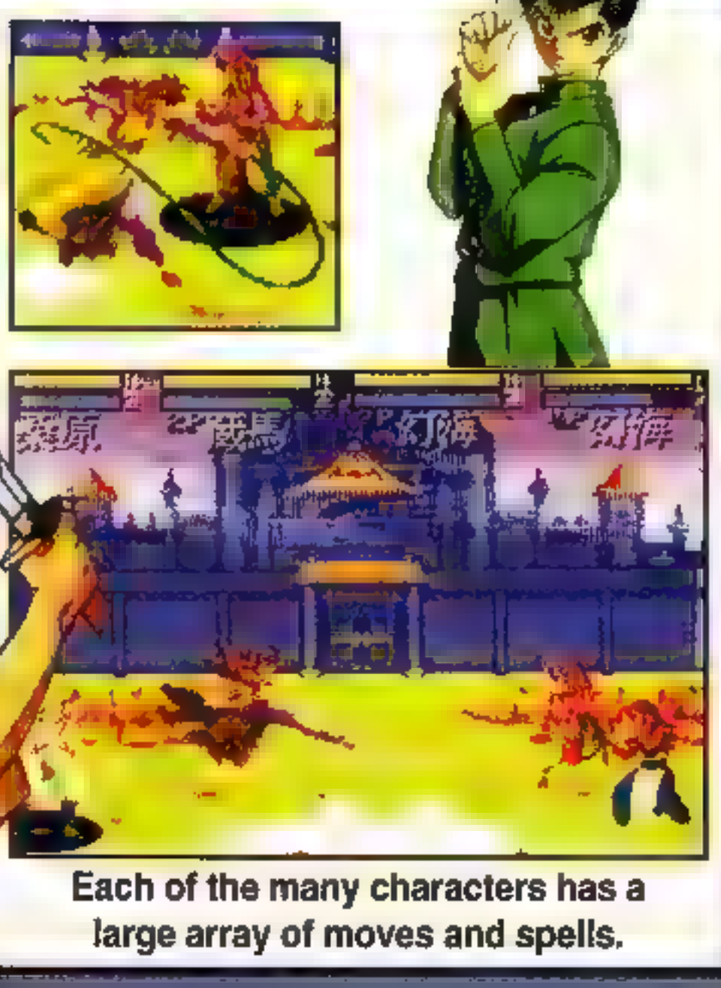
Yuyu Hakusho

Mega Drive	
Fighting	
September	¥8,800

One of Japan's hottest animes is gearing up for intense battles in a fighting game by Treasure (ace development team known for SFC Contra 3,) But wait, this isn't another SFII knock-off, it's a four-player dose of wild attacks and awesome magic spells. It's possible to have two-on-two matches or even three against one. Fighting fans should check this out. It's a nice change.

Four -player fighting has never been like this!





Each of the many characters has a large array of moves and spells.

2 COSMIC GIANTS TO HAVE IN YOUR SIGHTS

SOULSTAR

BATTLECORPS

THE BIOSPHERE IS HEATING UP IN SOULSTAR. AND WITH OVER 40 EXCITING MISSIONS TO CONQUER ACROSS 6 PLANETS, YOU'LL NEVER COOL DOWN IN THIS AMAZING 3-D SHOOTER.

" Fans of the Galaxy Force series of games will be pleased to see the creation of this great looking CD!"
Electronic Gaming Monthly, April 94

" The use of three different vehicles, a good behind-the-spacecraft perspective, 3-D graphics and dramatic music intensify the action."
GamePro, CES Showstoppers, April 94

" If you've been waiting for another great shooter for your Sega CD, better dust it off. Soulstar is coming."
Game Fan, April 94

TAKE CONTROL IN THIS HI-TECH, TACTICAL BLASTFEST THAT KEEPS ON BLASTING. KEEP THOSE PLASMA CANNONS CHARGED OR YOU'LL NEVER MAKE IT THROUGH THE MULTITUDE OF 3D TERRAINS - TO THE CYBER-PSYCHOTIC BOSS ON THE TERRIFYING 13TH LEVEL.

" The first Core game is an incredible mech-simulation game entitled Battlecorps "
Electronic Gaming Monthly, April 94

" The control in Battlecorps is awesome ... This gives the game a very realistic feel."
Game Fan, February 94

NYR
Not Yet Rated

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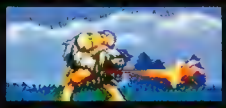
JAPAN

Fighting Cinema Style

Like Shining Force, the very well animated cinemas produce a sense of drama.

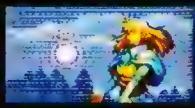
Mission Battles

You will be given mission instructions, an example of which is pictured in the image to the left. Protecting villagers as they flee from an attack.



Setting Camp

When you set up camp, you can do a number of things. You can save your game, discuss situations with your companions, and rest up for future battles.

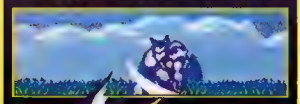


Alignments

Your alignment will change depending on how you complete your missions. It also affects who will join you.

Ain McDougall

A wolf-like creature who has powerful strength.



Brian Stillbird

The main hero and best overall fighter.

Dora Sisteel

The same species as Ain, she uses a crossbow.

For the first time ever, the programming team that gave us the unique Shining Force series of games for the Sega Genesis is hard at work on a Super NES title. The name is Feda and the game is really looking hot (and that's putting it mildly)!

The story starts out casting you as Brian, who with your two companions Dora and Ain, have deserted the empire that has taken the Scuderia Continent by brute force. Once belonging to the elite imperial fighting force Bloody Rose, you are now being pursued by this same bunch for being traitors.

Unlike Shining Force where the object was to kill everything, the object here is to meet actual mission objectives that require a specific task to be completed. Also, depending on how the missions turn out, your party's alignment can change in nine different ways. This will affect what characters will join or leave your party!

THE GOOD

A good blend of strategy and RPG elements that aren't too repetitive. The mission objectives work well.

THE BAD

The cinemas at present are not nearly as cool looking as the Shining Force battles were.

THE UGLY

Is it just me, or is the logo of the game just a little close to our Zelda box art?

FACT FILE

FEDA: THE EMBLEM OF JUSTICE

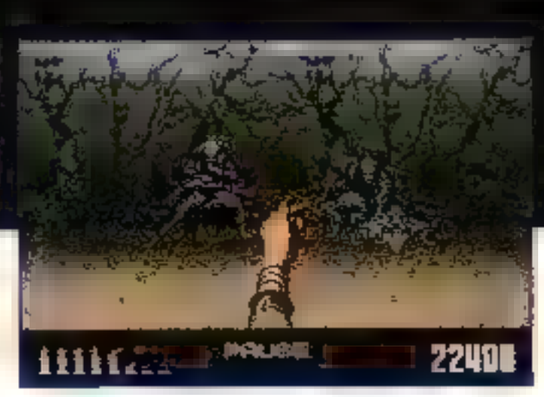
MANUFACTURER	# OF PLAYERS
YANOMAN	1
DIFFICULTY	**AVAILABLE**
HARD	3RD QTR. '94
CARTRIDGE SIZE	**NUMBER OF LEVELS**
20 MEG	N/A
THEME	**% COMPLETE**
STG/RPG	20%

SAY MERCY

It's what you'll tell them when they get in your face. They'll stress but you won't, because you'll be armed with â razor-edge dagger and hundreds of deadly fighting stars. Warp through time, fight off grungy punks, hunt down scummy kidnappers and remember, rage is what you feel; revenge is what you want.

Shiva's Revenge

they'll all scream for mercy.



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Upcoming Scenes from Chapters
One and Two of Fedas
我われの脱走は させずして
アルカディア解放軍との
出会いとなった
You start the adventure by fleeing from the
oppressive forces who you once offered your services to.
EFFECT
みぶるなさうかけで
仲間をえた俺たちは
西海岸
むかうてゐた
The second chapter involves Brian's former superior who
is out for revenge by turning villagers into Demihumans.
To Be Continued in the pages of EGM and EGM2!

Meet Our Soul Survivor.

GAME PLAYERS ULTIMATE

Our guy looks like he made it through **MANSION OF HIDDEN SOULS** with hardly a scratch. His wired jaw works pretty well and his new dentures are shiny white. The large bald spot on the back of his head doesn't seem to bother him. All of his organs, as far as we know, are original and still in the same places. And we don't hear him complain about the hair that won't stay down or the hands that won't close. Of course, we don't know anything about his mental state.

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MEGA ENHANCED MOUSE

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TRICKS OF THE TRADE

SEND TIPS

If you've found a cool new trick, listen up! Write your tips and send them to:
Tricks of the Trade
1920 Highland Ave, Suite 222,
Lombard, IL 60148
Check into the continuing saga of Trickman Terry for more details or get a Mega Smash in the chops!

WIN GAMES!

THE TRICKMAN IS GOING NUTS!

New systems are coming out by the truckloads and Trickman Terry is going bonkers! With 32- and 64-Bit machines coming out soon, it looks like Terry will have his hands full! People will demand tricks for these systems before you know it, and that just puts more pressure on the Trickman! Tina and Terry have even had to deal with prank phone calls and other disturbances over the month! It's gotten so bad, that even Major Mike is beating him at Art of Fighting 2 (Shoran-Kyaku)!! We have to do something before Terry's head explodes! The Trickmeister is sick of the same old tricks. You can take some of the pressure off by sending new tricks to:
Tricks of the Trade, Sendai, 1920 Highland Ave, Suite 222, Lombard, IL 60148.
If your cheat, code, or other goodie is awesome enough to print and gets Terry on a winning streak with AOF2, you'll get your name in the magazine and you will also receive a free game for the system* of your choice!

*Rules that we put in tiny print to keep our lawyers happy and cause you strain: Sendai Publishing Group, Inc is not responsible for the submission of similar or identical tricks, and is not obligated to publish the game tricks for those people who submit information that has already been printed or has previously existed by the staff of this magazine or any affiliated publication or media source. In the case of two identical tricks being submitted, the first trick received will be chosen as the winner. Limit one game per person per issue. Tricks may be printed in both publications (EGM and/or EGM²). However, the winner will receive only one prize for the submitted trick. You must print your name and address on the entry form for us to give you credit. Fine selection of games is up to us. *The allowable game systems are: NES Game Boy, Genesis, Sega CD, Duo, Lynx, Game Gear, and Super NES. Void where prohibited by law.

OutRunners

Genesis | **Data East**

Play as the Virtua Formula

At the Title Screen, take controller one and press LEFT, RIGHT, LEFT, RIGHT, B, C, A. Now you can play as the Virtua Formula.

On the Title Screen, take controller one and enter this code: LEFT, RIGHT, LEFT, RIGHT, B, C, A. You'll hear a noise if it worked. Press START and choose the Arcade Mode with button C. To the left of the first car is the Virtua Formula! Wait for the pictures and stats of the cars and you'll eventually see the Virtua Formula car!
(Note: This trick works on a pre-production version of the game. The trick may or may not work the same on the production version.)

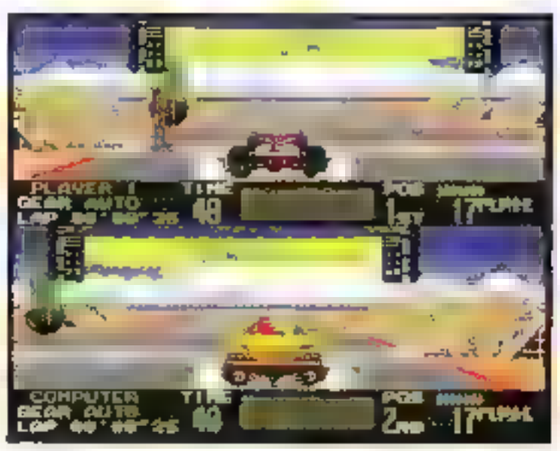
James Wagmire; Latham, FL

TRICK OF THE MONTH

At the Title Screen, enter LEFT, RIGHT, LEFT, RIGHT, B, C, A.

You can wait for the pictures to change to see the Virtua stats.

Enter the Arcade Mode and move LEFT to see the V.F.



The Virtua Formula is a speedy car with great control!

WIN AN AWESOME CONTROLLER FROM STD AND EGM!!

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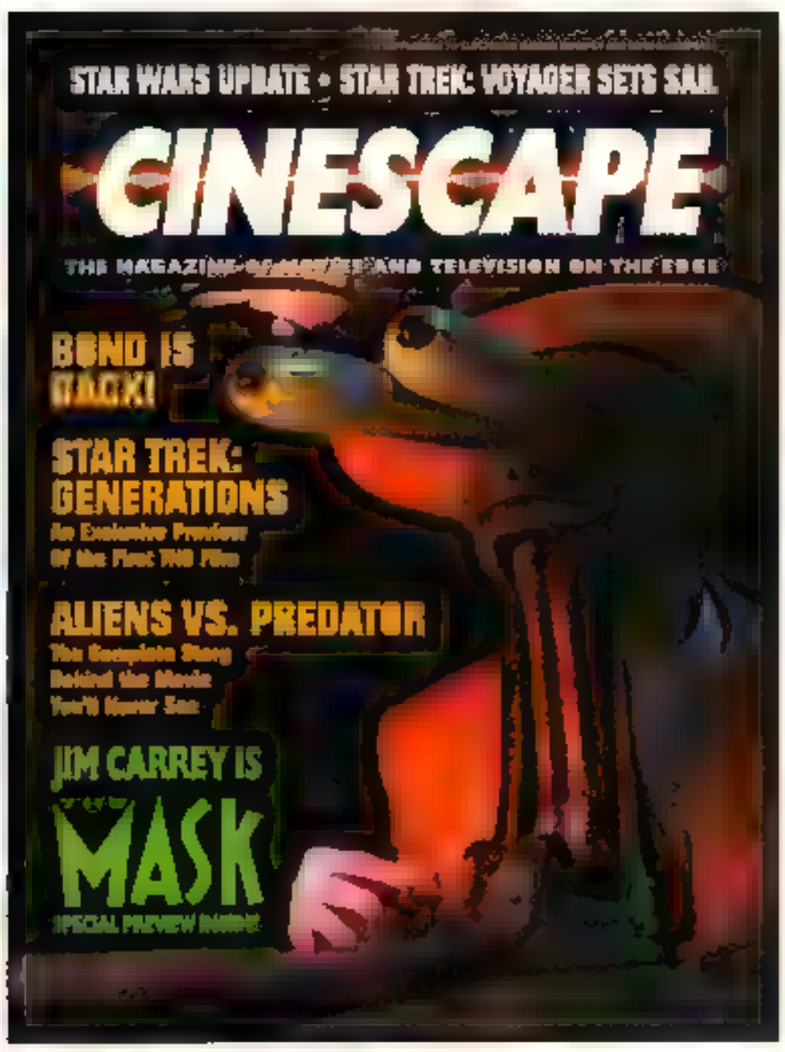

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HCNG6

TRICKS OF THE TRADE

CHEAT SHEET

Star Trek: The Next Generation
Spectrum Holobyte/Super NES

Passwords

These passwords will take you through the entire game. Access the Password System through the computers. Then highlight the word Password and access it. Once the Password Screen appears, enter any one of these codes.

BGTTBTBV—Deliver the medical supplies.
CGTTBTBB—Derelict ship.
DKTTBTBB—Rescue the miners.
DJTTBTBV—More info on the IFD.
JFTTBTBB—Seek Radny at the bar.
JDTTBTBV—Rescue crewmen on disabled ship.
KDTTBTBB—More info on the IFD.
KFTTBTBV—Visit miners.
LRTTBTBB—Go to IFD.
MGTTLTBB—After getting first shard in battle.
NKTTLTBB—Test at Verenitor Beta V.
PSTTBTBB—Test at Verenitor Alpha I.
PKTTLTBV—Return to IFD.
TFTTLTBV—See the ending.

Chuck Frey; Balto, MD

Aero the Acro-Bat
Sunsoft/Super NES

5 Continues

On the Title Picture with Aero flying (not the Title Screen), do this code with controller one: X, Y, B, A, X, A, B, Y, UP, top L button. You will hear a sound that confirms the trick worked. You now have five tries left.

Mortal Kombat

Sega CD | **Acclaim**

D.U.L.L.A.R.D. Code and Flag Meanings

At the Game Start/Options Screen, take controller one and press DOWN, UP, LEFT, LEFT, button A, RIGHT, DOWN.

Do the D.U.L.L.A R.D. Code at the Game Start/Options Screen.

The Cheat Enabled Option will appear underneath it all.

On the Game Start/Options Screen, take pad one and press DOWN, UP, LEFT, LEFT, button A, RIGHT, DOWN. The Cheat Enabled Screen appears in which you can set these new flags: ***P1Win***—One hit kills the second player; ***P2Win***—One hit kills the first player; ***Moon***—Puts silhouettes in front of the moon on the Pit stage; ***Dads***—Gives strange names to each of the fighters; ***Green***—Reptile comes down to give you a message before each match; ***Lives***—This gives you unlimited credits, ***Flag 6***—The computer does fatalities; ***Turbo***—This gives the game turbo speed.

Andy Gedin; Brooklyn, NY

You may choose any of these cheats to help you out!

Art of Fighting

Super NES | **Takara**

See the Ending

While in the Story Mode, press SELECT to pause. Now, press UP, X, LEFT, Y, DOWN, B, RIGHT, A, L button, Y.

On the Title Screen, choose Story Mode. When the Player Select Screen pops up, choose any character. Begin the game and immediately press SELECT to pause. Now, with controller one press UP, X, LEFT, Y, DOWN, B, RIGHT, A, L button, Y. The screen fades to the ending scenes!

In Story Mode, pause the game and then do the ending trick.

T2: The Arcade Game

Super NES | **LJN**

Level Skip

Do the first code at the Title Screen. Next, do the second code at the "Today's Best" High Score Screen.

At the Title Screen, do the first code. You'll hear a sound.

At the Today's Best Score Screen, do the other code.

When the Title Screen appears, press these buttons in this order before the Title Screen fades out: LEFT, UP, RIGHT, UP, LEFT, LEFT, LEFT, RIGHT, DOWN, DOWN. You will hear a confirming "boom" sound if it worked. Now, at the Today's Best High Score Screen, press these buttons in this order: RIGHT, UP, UP, LEFT, RIGHT, RIGHT, RIGHT, LEFT, DOWN, DOWN, RIGHT, UP. You will also hear a confirming "boom" sound if this one worked. When you are in the first level, press the top L and R buttons simultaneously. You will have completed the mission! Do this for each and every level!

Press L and R simultaneously and you'll complete the level!

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TRICKS OF THE TRADE

CHEAT SHEET

Castlevania Bloodlines
Konami/Genesis

Nine Lives and Expert Mode

At the Title Screen, take controller one, go to the options and press START. In the Options Screen, set the BGM on 05 and the SE on 073. Now, exit the screen and wait for the Title Screen with the flashing "Press Start Button" message to appear. Press START. When the second Title Screen appears, push UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. Go back to the Options Screen and you can now set your Game Level to Expert and your lives up to nine! This will help you to finish the game.

Turn and Burn
Absolute/Super NES

Passwords

These are the mission passwords that will take you through the entire game. Just highlight the Continue Option from the menu and press START. You will gain access to a Password Screen. Now, just enter any one of these passwords:

02 - NQBJKLFF
03 - GSZWBFPT
04 - RRHCZJVM
05 - BPYXDLNF
06 - LFMGWTKQ
07 - PDTBCZNJ
08 - DKVWGSQK
09 - GKQZBLCT
10 - DCMHRPFJ
11 - WZGNJYZX
12 - JDZFMLFV
13 - SPBCTRRG
14 - SPWVJKDH
15 - LPKQBPFZ
16 - TDLJGSHX

Ted Latin; LaGrange, KY

Revenge of the Ninja

Sega CD | Renovation

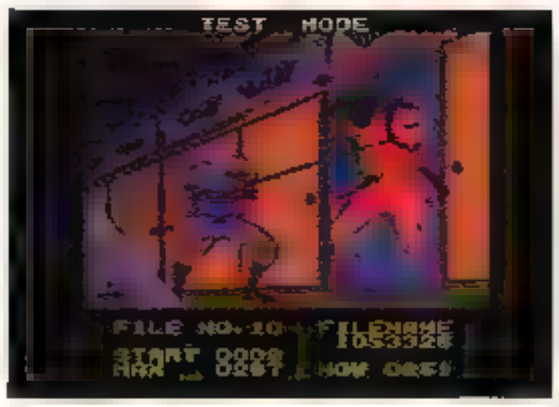
See All of the Scenes

On the Game Start/Options Screen, press RIGHT, LEFT, UP, DOWN, RIGHT, LEFT, UP. A Test Mode Option will appear.

POWER TRIP

When you are on the Game Start/Options Screen, press RIGHT, LEFT, UP, DOWN, RIGHT, LEFT, UP with controller one. A Test Mode Option will appear underneath the other two. This lets you view all of the normal, death and ending scenes in the game!

James Kirkpatrick
Stanton, KY



You can choose any file to see. Look for death scenes, too.

Mega Turrican

Genesis | Data East

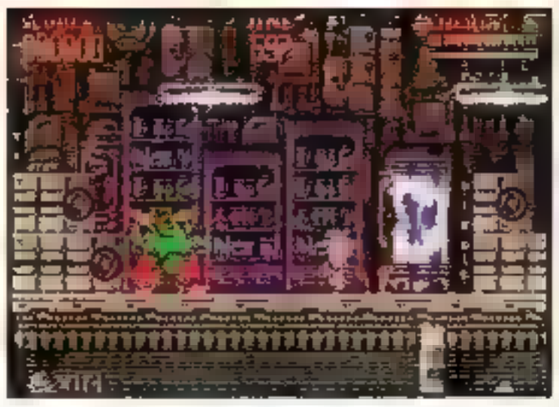
Invincibility

Start the game and press START to pause. Now press A, A, A, B, B, B, A, A, A. Press START again to be invincible.

POWER TRIP

To give your player invincibility, press the START button to pause the game during any level. Now, press these buttons in this order: A, A, A, B, B, B, A, A, A. When you press START to unpause the game, you will be invincible. It will look like you're getting hit, but your life bar won't decrease.

Craig Campbell; Toledo, OH



After you do the code, your life bar will not decrease.

Mega Turrican

Genesis | Data East

Stage Skip

Pause during any stage. Press RIGHT, LEFT, DOWN, RIGHT, B, and then START. You will start on the next stage.

POWER TRIP

To skip stages in Mega Turrican, press START to pause the game during any stage. Then press RIGHT, LEFT, DOWN, RIGHT, B, and then START. You will be taken to the "Stage Clear" Screen. When the game resumes, you will start on the next stage.

Craig Campbell; Toledo, OH

Once you do the trick, you will get this Completion Screen.

The Terminator

Sega CD | Virgin

Special Options Menu

Hold RIGHT on controller one. Now, press B, C, B, B. Release the controller, press START, and you will get a Special Menu.

POWER TRIP

On the Start Game/Options Screen, press RIGHT on controller one and hold it there. Now, press B, C, B, B. Release the controller. The cursor will be changed from an arrow into a square. Press START to see a Special Menu. This will allow you to acquire three different guns, nine lives, and up to 98 bombs. When you've chosen all of your options, move to "Run Game" and press START. Now, you will be in the first level with all of the equipment you chose on the Cheat Screen. You'll have an easier time with the game.

Do the code on this screen to make the cursor a square.

The screen will change into the Special Options Menu!

You can get three different guns, nine lives, and 98 bombs.

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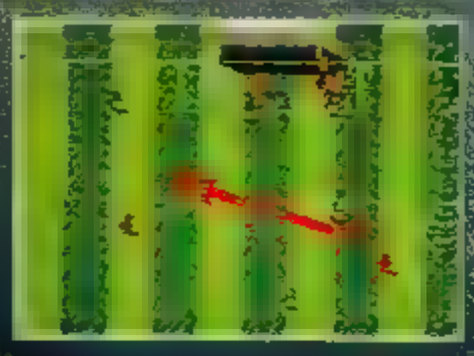
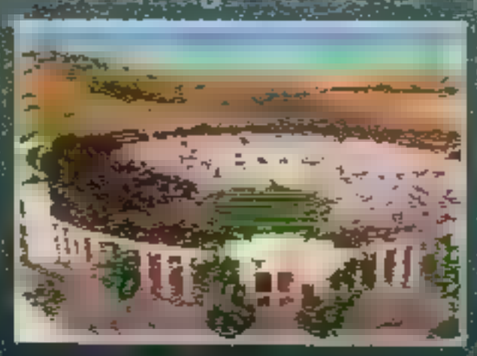


AIM YOUR PASSES WITH PINPOINT ACCURACY TO ACTUALLY LEAD OTHER PLAYERS.



51 TEAMS FROM AROUND THE GLOBE WITH DIFFERENT LANGUAGES AND EVEN DIFFERENT WEATHER.

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When things get rough (some sliding tackles and diving headers), you'll have to put in one of your subs (and remember, these guys are subs for a reason).

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TRICKS OF THE TRADE

CHEAT SHEET

Shien's Revenge
Vic Tokai/Super NES

Many Codes

All of these tricks must be done on the Title Screen when the menu is showing. On the Title Screen, take controller two and press SELECT seven times. This gives you 30 continues. On the Title Screen, take controller two and press START seven times. This gives you nine special weapons. On the Title Screen, press the top L button seven times. This gives you the Dynamic (easiest) setting. On the Title Screen, take controller two and press the top R button seven times. This gives you the Almanic (hardest) setting.

Inspector Gadget
Hudson Soft/Super NES

Secret Menu Screen

At the Title Screen, press and hold the top L, R, and B buttons. With these held, press DOWN, DOWN, UP, LEFT, RIGHT, DOWN, RIGHT, LEFT. The Title Screen will change from blue to purple! Press START and a Debug Menu with many great cheats will appear! You can set your stage number, increase your time, be invincible, etc.

Rocko's Modern Life
Viacom/Super NES

Passwords for Hard Mode

These codes should let you get past the stages in Hard Mode of the game:

Level 2 - BLAZES
Level 3 - O-TOWN
Level 4 - GRIPES

Ted LeBlanc; Orlando, FL

Fighter's History

Super NES | **Data East**

Play as the Bosses

Wait for the logo to fade and then do the following code on controller one: RIGHT, RIGHT, UP, UP, L button, R button.

To play as the Bosses in this great fighting game, just do this trick. After you turn on the game, wait for the Fighter's History logo to fade in. Then do the following code on controller one: RIGHT, RIGHT, UP, UP, L button, R button. You will hear a chime confirming that the code worked. On the Character Selection Screen, you will see the Bosses' faces in the middle of the rest of the characters. You can take player one and/or two and choose either one of them. Now, you will be able to play as the Boss characters Clown and Karnov!

(Note: This trick works on a pre-production version of the game. The trick may or may not work the same on the production version.)

When the Title Screen fades in, do the code on controller one.

After you hear the chime, you can choose new players!

Clown and Karnov can now be chosen! Fight to the finish!

Aero the Acro-Bat

Super NES | **Sunsoft**

Nine Continues

On the Title Picture, press X, Y, B, A, X, A, B, Y, UP, top R button. You will now have nine attempts left to try to win.

On the Title Picture with Aero flying (not the Title Screen), do this code with controller 1: X, Y, B, A, X, A, B, Y, UP, top R button. You will hear a sound that confirms the trick worked. Play the game normally. When you get killed, you'll see the Continue/ Quit Screen appear. Now nine attempts are left!

Do the trick correctly and you will also get your twin to fight!

Rock 'N' Roll Racing

Super NES | **Interplay**

Start with $999,000

Access the Password Option. Put in the Password codes for Veteran or Warrior difficulty to start with $999,000.

At the Title Screen, access the Password Option. Press START. Choose your number of players. Now, you will get into the the Password Screen. In the Veteran level of difficulty, enter this password: 989Y C02V WS6M. For the Warrior level of difficulty, enter: J89! C02V WS6M.

Andre K. Da Costa; Rio Grande, Brasil

On the Password Screen, enter the code for $999,000!

Sonic the Hedgehog

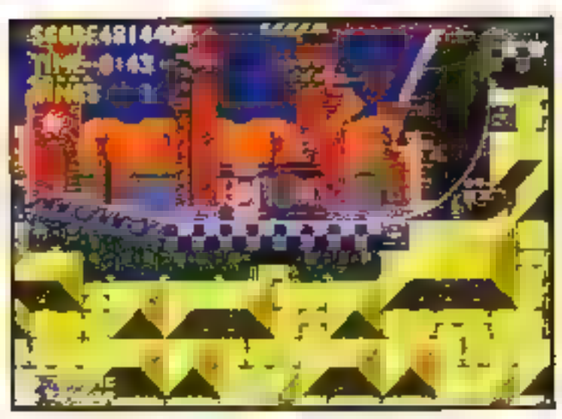
Genesis | **Sega**

Acquire Up To 99 Lives

Set off the alarm in the beginning of Act 1 of Launch Base Zone. Do the Spin-Dash attack on the Flybots to get 99 lives.

This trick will get you up to 99 lives in this game. First, you must be on Act 1 of the Launch Base Zone. Set off the alarm and do the Spin-Dash attack (keep holding DOWN). The flybots will keep attacking. As you kill them, they'll eventually turn into 1-Ups! Collect up to 99!

Claudio Gonzalez; Bronx, NY



Keep doing the Spin-Dash attack to get 99 lives.

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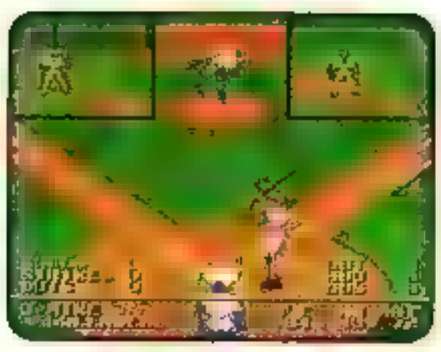
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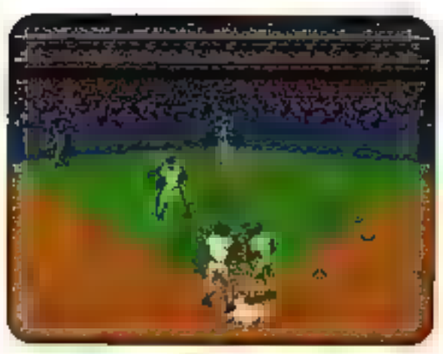
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SPECIAL FEATURE!

Super STAR WARS RETURN OF THE JEDI

ALL TOO EASY...

The final chapter of JVC's Star Wars trilogy comes to your Super NES. Based on the Lucasfilm blockbuster movie, Super Return of the Jedi places you in the classic battle against the Dark Side. Players can choose from a variety of characters, including Luke, Princess Leia, and Wicket the Ewok. Use these characters to battle the evil Jabba the Hut and the Emperor himself. This is a 16-Meg cart loaded with super side-scrolling action, Mode 7 graphics, and 19 levels!

FEEL THE FORCE AROUND YOU...

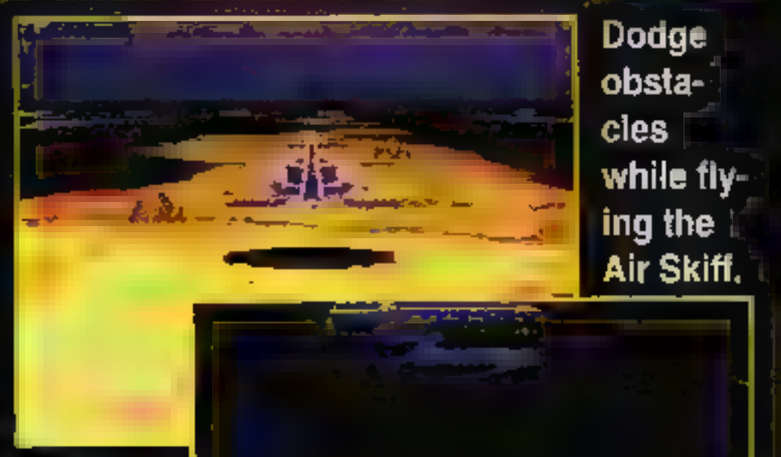
Taken from Super Empire Strikes Back, Luke can use the power of The Force to aid him in his quest. Gather the green vials of Force Power and choose from eight different techniques including: elevation, slow down, invisibility, mind control, saber control, saber deflect, freeze, and heal. A true Jedi master will learn to use all his skills.

PLAY YOUR FAVORITE CHARACTERS FROM THE MOVIE

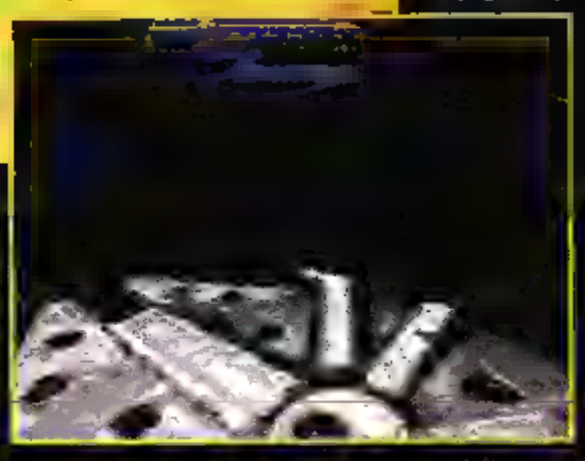
Throughout your adventure you can play as Luke, Wicket, Leia, and Leia Boushh.

SUPER 3-D SCENES VIA MODE 7!

3-D



Dodge obstacles while flying the Air Skiff.



Shoot Tie Fighters with the Millennium Falcon.

Troopers try to take you out every time.

Watch for trees that block your path.

DANCE HALL

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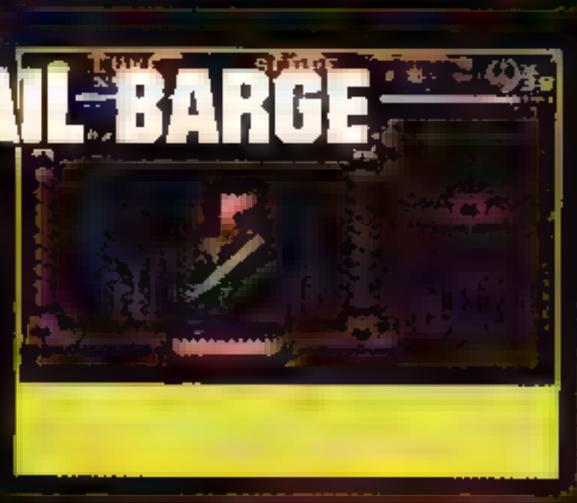
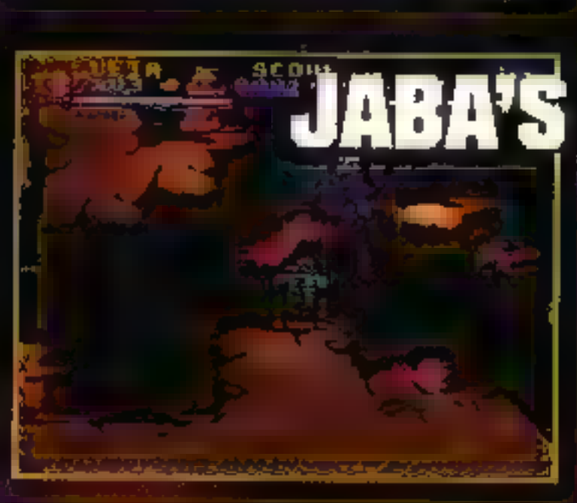
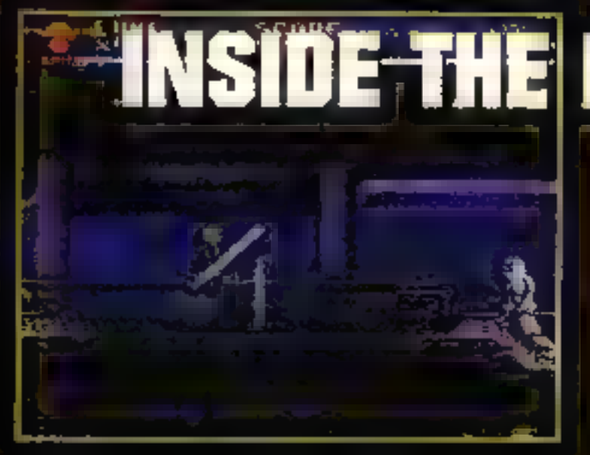
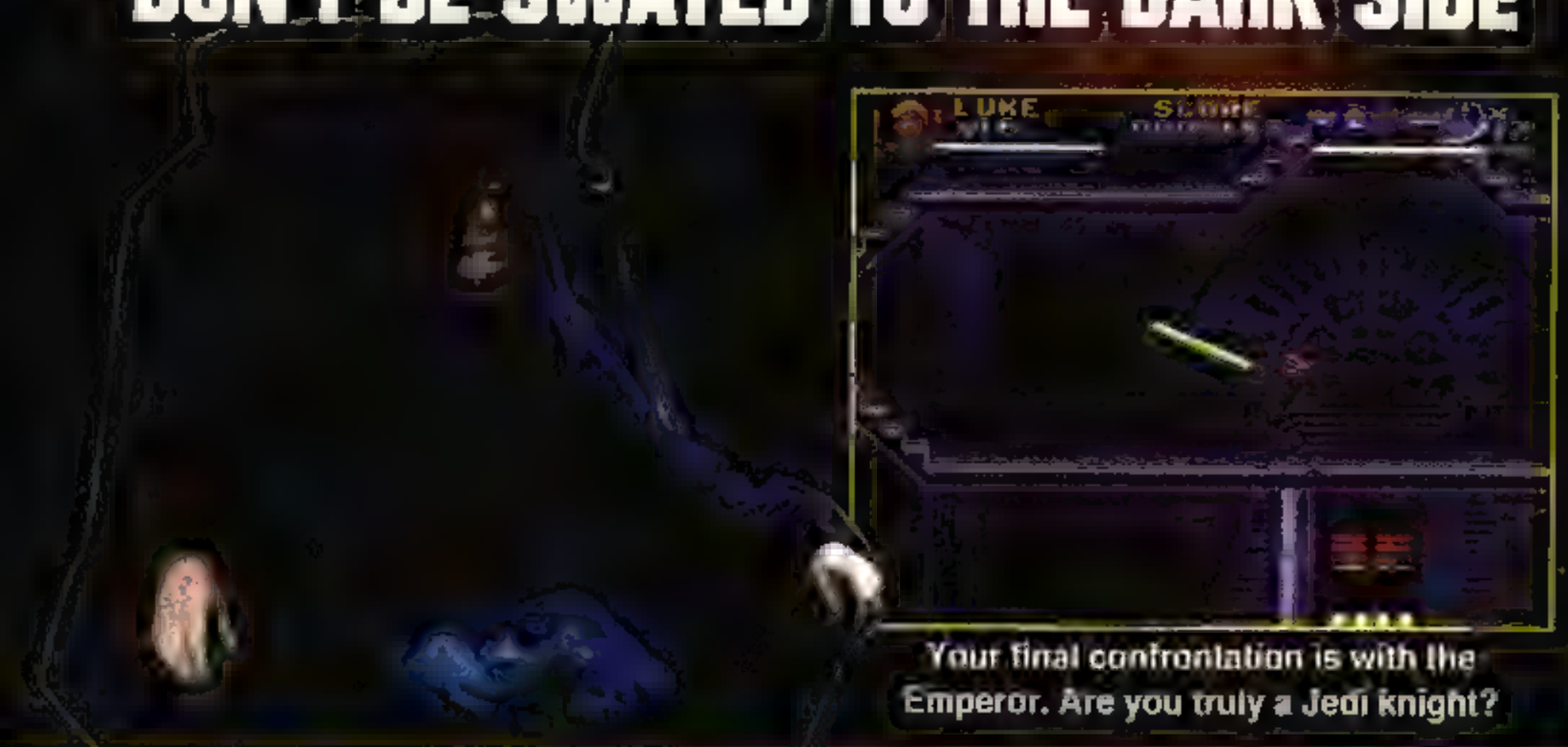






DON'T BE SWAYED TO THE DARK SIDE



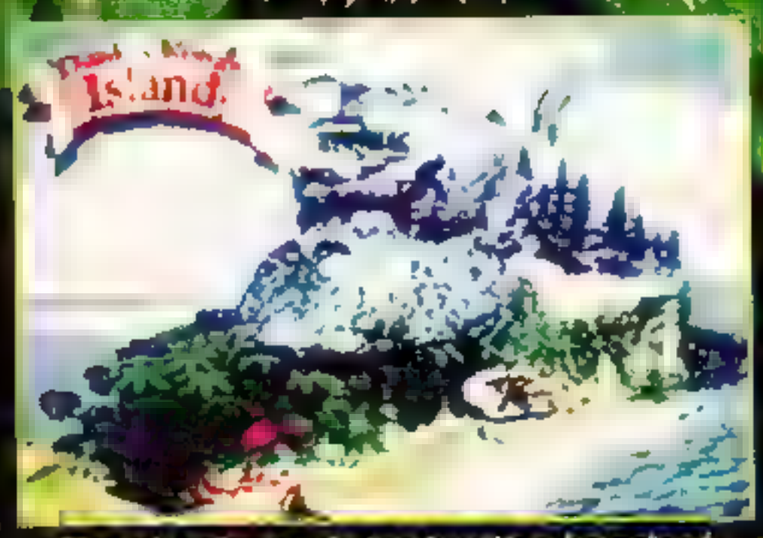
Your final confrontation is with the Emperor. Are you truly a Jedi knight?

OTHER LEVELS IN THE WORKS...

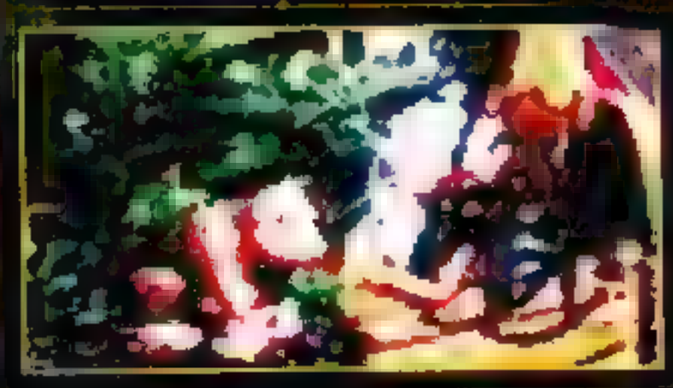
Zoom into the Death Star and destroy it for good.

Hop from ship to ship to reach Jaba's Barge.

SPECIAL FEATURE!



The classic ape is back with a bunch of new and improved tricks up his sleeve.



DONKEY KONG

A large powerhouse with a devastating rolling attack.

DONKEY KONG JR.

This little ape is agile and fast, just like his good old dad.

The biggest surprise at the Summer CES had to be Donkey Kong Country. Using special graphics that were rendered completely by computer, this cart comes alive. The graphics blow away ordinary 16-Bit, in fact, they're even better than most 32-Bit games! The 32-Meg game has Donkey Kong and his adventurous son exploring their island home.

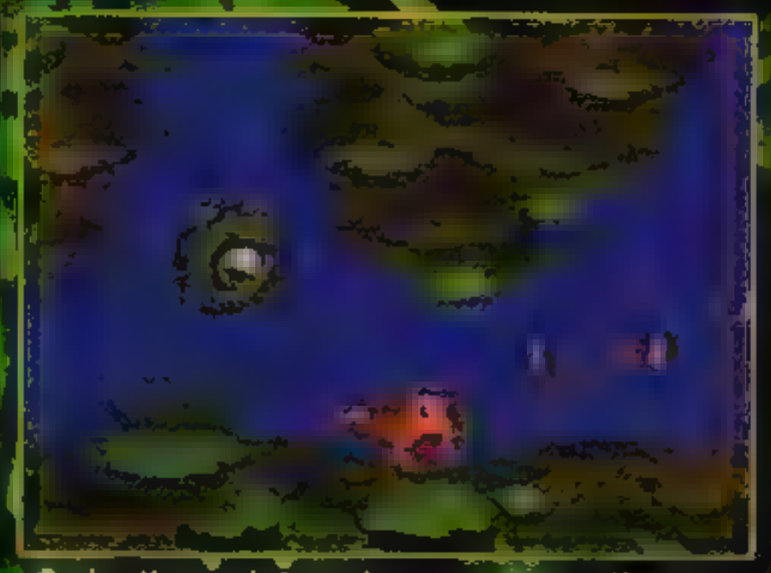
Ever since Donkey Kong came out in the arcades (Stupid Kong in Japan...), everyone has loved this big ape. While Mario came away from the game to achieve fame, it seemed like Donkey Kong was forgotten.

Donkey Kong Country plays like a Mario game. It has dozens of giant levels, each teeming with hidden places to find. You can even ride on animals!

This is the biggest and best Nintendo game ever. It has to be seen to be believed. Watch out, 'cause Donkey Kong is back!

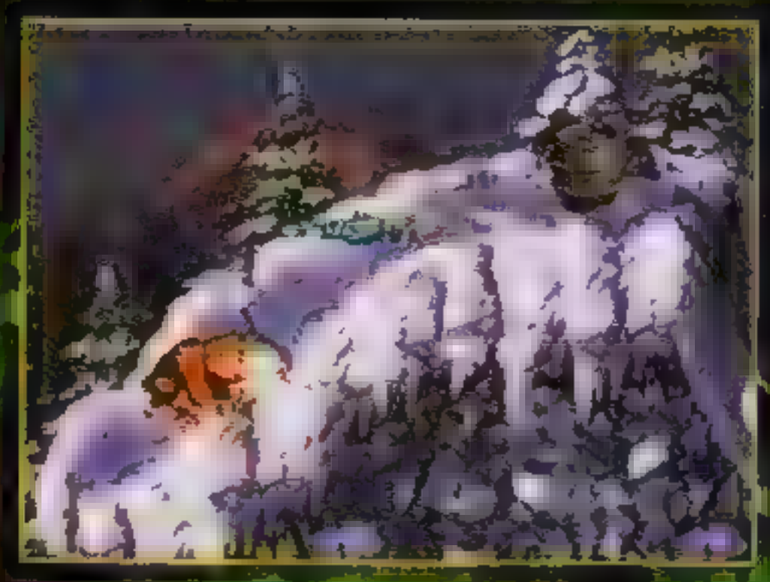
THE MINES

THE CAVES



UNDERWATER

Swim through treacherous waters that are filled with spikes and other traps.



IT'S SNOW!

Brave wind and snow to get through the ice cold levels. Use barrels to get farther.

MINECARS

While you go through the caves and mines, look for hidden secrets.

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ICEMAN HAS BEEN ICED!

For all of you sports fans who read the previous *EGM* insert, where Iceman introduced himself as the sports guru, there's been a change. Iceman mysteriously disappeared the day after he finished the insert. It's rumored that he was heading south, maybe to Mexico. No one knows why he left. It's a big loss to us, but more so for The Rookie. The only reason that I can think of as to why he left is that he's training in every event for the next summer Olympics. If that's the case, we may see him in action. But for now, I've been called to take his place. My name's Jacques Itch, formerly of France. Now it's my duty to give you information on upcoming sports games, new sports technology in the game industry, and current sports game news with the help of The Rookie, of course. Plus, we will be reviewing the games, if they're finished. So, as a sports guru myself, we will try to give you the very best info on this topic. Check out the upcoming games in the following pages.

HEY, WHAT DO YOU KNOW? MORE SPORTS GAMES!

First of all, we will start by showing you the latest sports games that will be released in the future. Sega has produced another football game for the Genesis that may be recognizable from the later Joe Montana Football games—some features are noticeably similar—now called College Football's National Championship. With the Zoom feature,

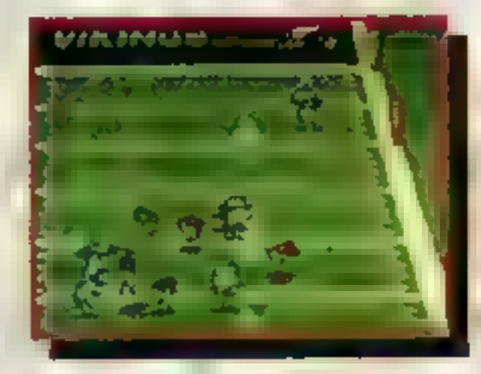
Drive through the underground tunnel in Stunt Race FX. Watch for the dolphins!

Turn on your Sega Genesis and get set to roll with Rock N' Roll Racing.

experience the very best action in a football game. Talking about football games, Tradewest is releasing Troy Aikman Football. It looks great and the hard-hitting action is excellent. It's going to be a competitive season for football games as the season of the gridiron is coming up.

-GENESIS-
COLLEGE FOOTBALL

Pictured here is Sega's College Football, and below is Tradewest's Troy Aikman. The perspective views of the field are different as is the size of the players. Check out the following pages for more pix on these exciting new football games and decide which one you think will come out on top.

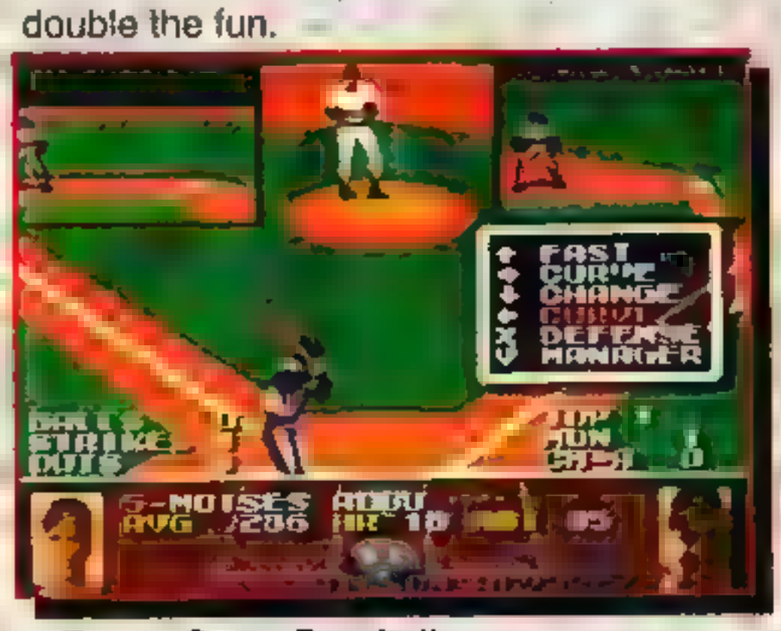


-Super NES-
TROY AIKMAN

Let's move on, shall we? Rock N' Roll Racing has finally hit the Genesis, which will be compatible to the Edge 16. It has cool tracks, especially on the higher levels. The game is still in the works, but it shows that Interplay can produced exciting sports games.

Another eye-catching racing game is Stunt Race FX (reviewed on the next page). This racing game uses the same FX chip which StarFox used. This chip will definitely increase the graphics performance in games to come.

"What about baseball games?" you ask. Tecmo will soon be releasing Tecmo Super Baseball, a baseball game that will stand out from the rest. Another baseball game is World Series Baseball for the Game Gear that will keep this portable going strong. Like the Genesis version, there will be a lot of options for you to pick from. Hook up with a friend and double the fun.



Tecmo Super Baseball uses many new features to stand out from the rest.

Atari fans, worry no further. Atari is releasing a racing game called Redline Racing, a virtual reality-like racer that very well may be the best racing game on the Jaguar. Another title for the Jag, from Telegames, is Brutal Sports Football (pictured below). This strange football game will soon be out. Look at later pages for previews of these Atari games.

Telegames' Brutal Sports Football is not your ordinary football game. You can use weapons like swords against your opponents.

MANUFACTURER
NINTENDO
CARTRIDGE SIZE
8 MEG
RELEASE DATE
JULY
OF PLAYERS
1 OR 2

HONK! HONK! GET THE *#@$ OFF THE @$*# ROAD!!!

Hey sports fans! Get ready to see the new FX chip at work. Stunt Race FX has great new features that take advantage of the FX chip.

First of all, the rotation and scrolling of the graphics are too cool to be missed. Fast-paced racing will keep your heart pumping around those sharp corners, and your stomach creeping up on upcoming hills. The sounds are decent; you can hear every shriek of your tires on those S-turns. Even hear the cars from behind pacing your distance. If you want a racing game with a comical twist, this one's for you. You've got to see it to believe it!

Pick from a variety of cars, each having different road performance.

SUNDAY! SUNDAY! SUNDAY!

Many tracks to pick from, different road surfaces, and tough obstacles—it's all here!

Talk about some stunt racing, this game packs in a feature that enables you to race through stunt tracks. The tracks can be crazy, with many turns and hills for you to ride on. Collect as many stars as you can while avoiding the obstacles in your way. If you finish early and have collected a lot of stars, you may set a new track record. So hold onto your seat, it's going to be a bumpy ride

Race against the CPU or you can invite your buddy over and play Versus Mode.

STUNT RACE FX

STUNT RACE FX BY NINTENDO

Graphics	★★★	Playability	★★
Sound	★★★	Realism	★★

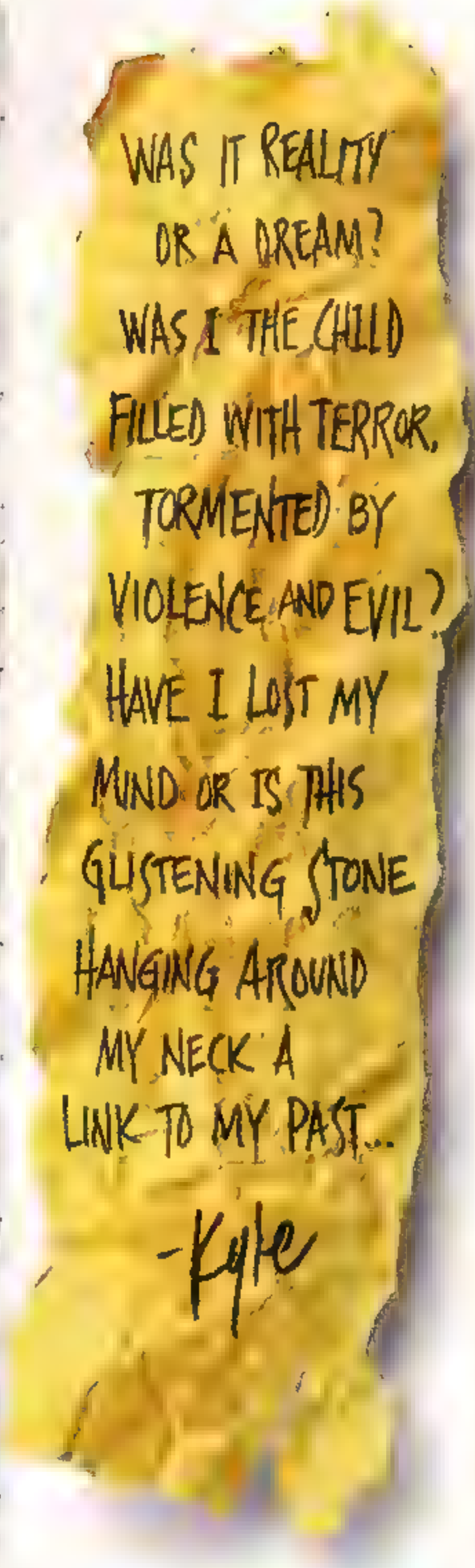
As far as I can see, Stunt Race FX is an average racing game. It shows that the FX chip is still young and needs some improvement. Scaling and rotation of the graphics are are amazingly good for the FX chip capability, but still a bit choppy at times. The controls will take time to get used to, and car handling on turns is over exaggerated. Only average.

73% Jacques Ilich

Graphics	★★★	Playability	★★★★
Sound	★★	Realism	★★★

Oh boy! Another try for the FX chip. It's a good concept, but it didn't thrill me enough to give me a real feeling of racing. The graphics are still choppy and I had a hard time focusing on that small window. Nice try on the sounds. The controls are hard at first, but you'll eventually get used to it. As for the feel, it's a good game, but it's not the full FX chip.

79% The Rookie



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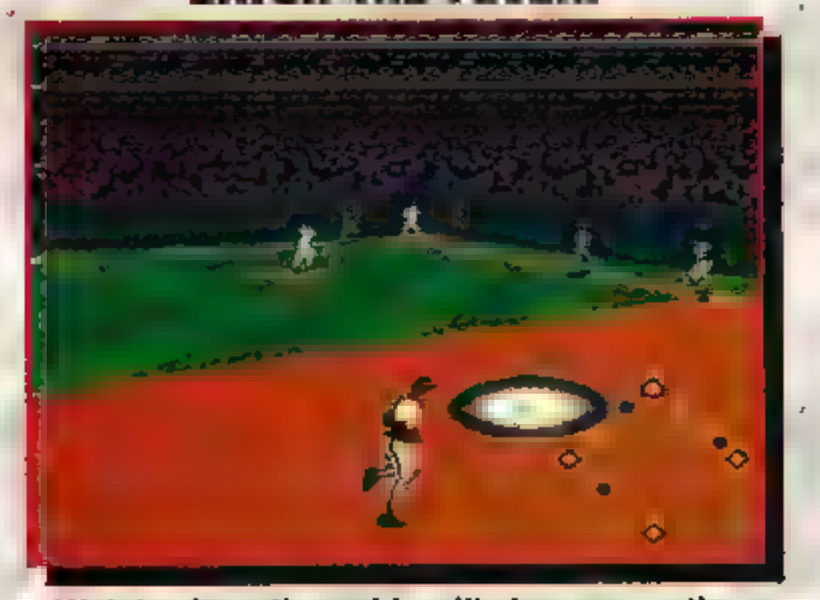
TECMO Super Baseball

CATCH THE FEVER!



Watch where the guide will show up on the field, because that's where the ball will land.

Rookie and I have been waiting for this one to come in so we could have an in-depth look at it. Especially while the baseball fever is on, we can't get enough of baseball games.

Hey baseball fans, get a load of the special effects that Tecmo has developed for Tecmo Super Baseball. This game packages features that I have never seen in a sports game before. The rotation and scaling of the field is incredible. The other feature that is great about this game is that you can pick either batting or the pitching perspective. This is a plus for baseball fans. Tecmo has taken America's pastime to a higher level. Gather your gear and let's play ball!

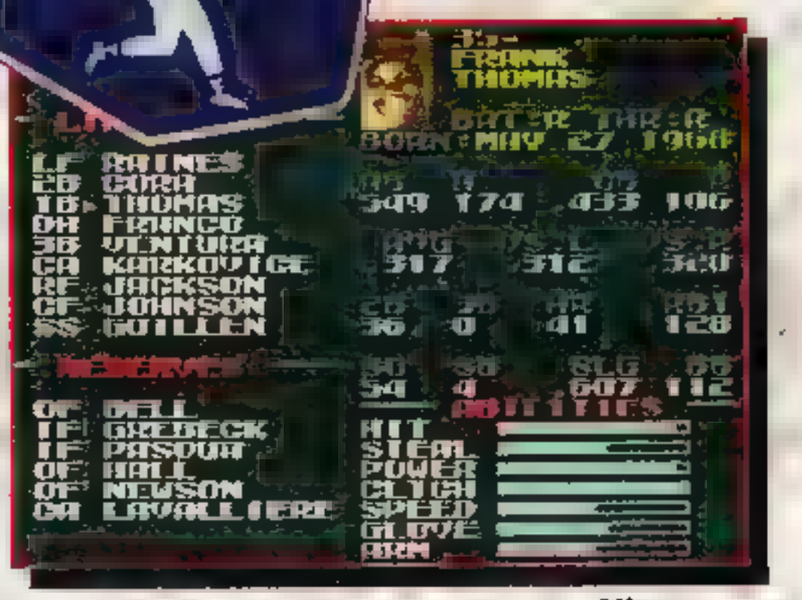
BUY ME SOME PEANUTS AND CRACKER JACKS...

Going ... going ... going ... GONE! As the runner touches the bases after hitting a home run, the crowd roars with excitement. Tecmo Super Baseball details every moment as close to the real thing as it gets. The digitized speech of the commentator adds the final touch to the sound effects on the field. Also, listen to the calls of the umps on the pitches and at the bases. Not only are the graphics incredible, but so are the sounds Tecmo has developed. Below are more features that you may recognize from a real baseball game.

Holy cow, it's a home run! After hitting a home run, you will see the player round the bases, and hear the crowd roar.

MLBPA SPONSORED

Being MLBPA sponsored, you get to see all of the players from the baseball league, with all of their current stats in hand. Look through their individual stats and find out how they are doing in the league. You can also check out all of the league leaders: pitching, batting, ERA, and so forth. MLBPA has brought realism in baseball games home.



Stats like there's no tomorrow. View individual stats and evaluate their skills.

A FEW OF THE MANY FEATURES:

- PRESEASON PLAY
- FULL SEASON GAME
- SUPER STARS
- MLBPA SPONSORED
- REAL PLAYERS, REAL STATS
- LEAGUE STANDINGS
- STATS LEADERS
- DIGITIZED SPEECH
- BENCH, INJURIES, AND MORE

Batting and pitching perspectives—you can pick which one you'd like to use.

TECMO SUPER BASEBALL BY TECMO

Graphics	★★★★	Playability	★★
Sound	★★★	Realism	★★★★

I have to say, I've never seen anything like this before in a sports game. The rotation and scaling are excellent, especially when you hit one out of the field. Control is the one thing that will take some time to get used to as it switches depending on the view. Cool special effects of the field really add to the realism of the game.

89% Iceman

Graphics	★★★	Playability	★★★
Sound	★★★	Realism	★★★★

Wow, I can't believe I have a lower score than Iceman. Anyway, the way the field turns when the ball flies or gets hit is amazing. The controls take time to master because of how the field is shown from the fielder's perspective, which is a neat new feature that will influence other companies. Tecmo Super Baseball is the best to date!

85% The Rookie

MANUFACTURER
WILLIAMS ENT.
CARTRIDGE SIZE
12 MEG
RELEASE DATE
OCTOBER
OF PLAYERS
1 OR 2

It's showtime! After getting a touchdown, the celebration starts in the end zone.

Awesome animations of players running with the ball, passing, and tackling.

AIKMAN'S OWN

Troy Aikman has won two consecutive football championships, and now he has his own game that will be a winner among sports gamers.

Together, Troy and Williams Entertainment have compiled a playbook consisting of the very best plays to bring you this totally awesome hard-hitting football game. Other features have been added, like weather conditions, field type, and real team logos and colors all of which add realism to the game and the mechanics of the game play. You can even play the entire season, keeping up with your standings in your conference.

As you play the game, offense and defense may take time to get used to, and the playbook consists of many plays that you will have to learn to master both the defensive and offensive aspects. You will also have to learn the audible plays in order to fool your opponents during crunch time. You can even increase the plays in the playbook by flipping the plays—meaning the positions of the players is reversed. Troy Aikman Football puts many options and features at your disposal. The reviews below have the final say on what I think about this game I have a feeling Rookie will have something to say as well.

Plays galore! Check out Troy's favorite as well as Williams Entertainment's plays in their compiled playbook. Flip the plays to give you twice the number of options.

TROY AIKMAN FOOTBALL

TROY AIKMAN FOOTBALL BY WILLIAMS ENTERTAINMENT

Graphics	★★★	Playability	★★
Sound	★★★	Realism	★★★★

First off, the players on the field are too small. It's hard to run the ball through while not knowing where you are running. I like the different plays you can pick from, but it was too easy. I can use one play for the entire game and practically get a TD on every play. Cool weather conditions that affect your field performance. Not a bad game.

80% Iceman

Graphics	★★★	Playability	★★★★
Sound	★★	Realism	★★★★

It's a very good game, but it needs more plays for the playbook, even though you can flip 'em. The mini-players are hard to handle through a crowd. Playing offense and defense is very easy. Playing the entire season with your favorite team is a plus. I don't care what Iceman says, but this is a great game. Good job, Williams Entertainment!

84% The Rookie

I'M NOT GOING INSANE. MY DREAMS WERE VISIONS OF REALITY— MY TRUE HOMELAND, MY FATHER'S MURDER, MY ULTIMATE DESTINY— AND THIS STONE AROUND MY NECK IS A LINK TO MY PAST.

...A FRIGID WIND SWIRLS AROUND ME, I'M SMOTHERED BY DARKNESS. TIME HAS COME TO DEPART THIS WORLD. I SMELL DEATH AND DESTRUCTION IN THE AIR...

-Kyle

BLACKTHORNE™

Interplay

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MANUFACTURER
INTERPLAY
CARTRIDGE SIZE
8 MEG
RELEASE DATE
NOVEMBER
OF PLAYERS
1 OR 2

Rock N' Roll Racing

First, pick which car you can afford. Check out the colors of your favorite.

Rock N' Roll was first seen on the SNES, and this version on the Genesis is its equal. With fast-paced racing and the awesome sound effects, R N' R will surely get racing fans off their butts and into the stores.

There are so many awesome tracks to race on. First, race in the easy levels where you can compete for money to increase your vehicle's performance by buying upgraded parts. If you feel that the early level is starting to be a breeze, try advancing to the next level and see if you can handle racing against the big boys. Pick from a variety of drivers from distant places, each having different performance levels and driving skills.

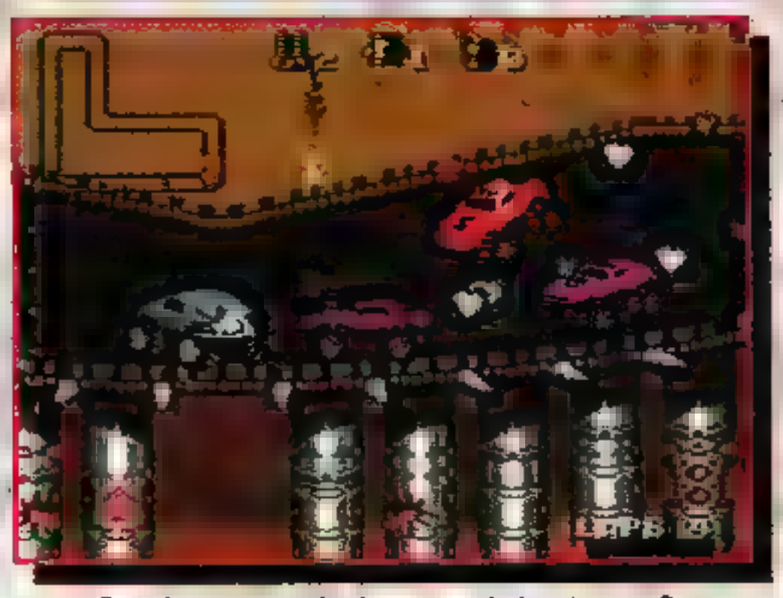
How does one win races? Well, you collect money after each race, the amount depending on how well you do.

As you race on the track, watch out for the high ramps. Try not to crash.

Buying better tires will enable you to handle those nasty turns. Shocks improve suspension, which is good for jumping off ramps. Increase your acceleration by

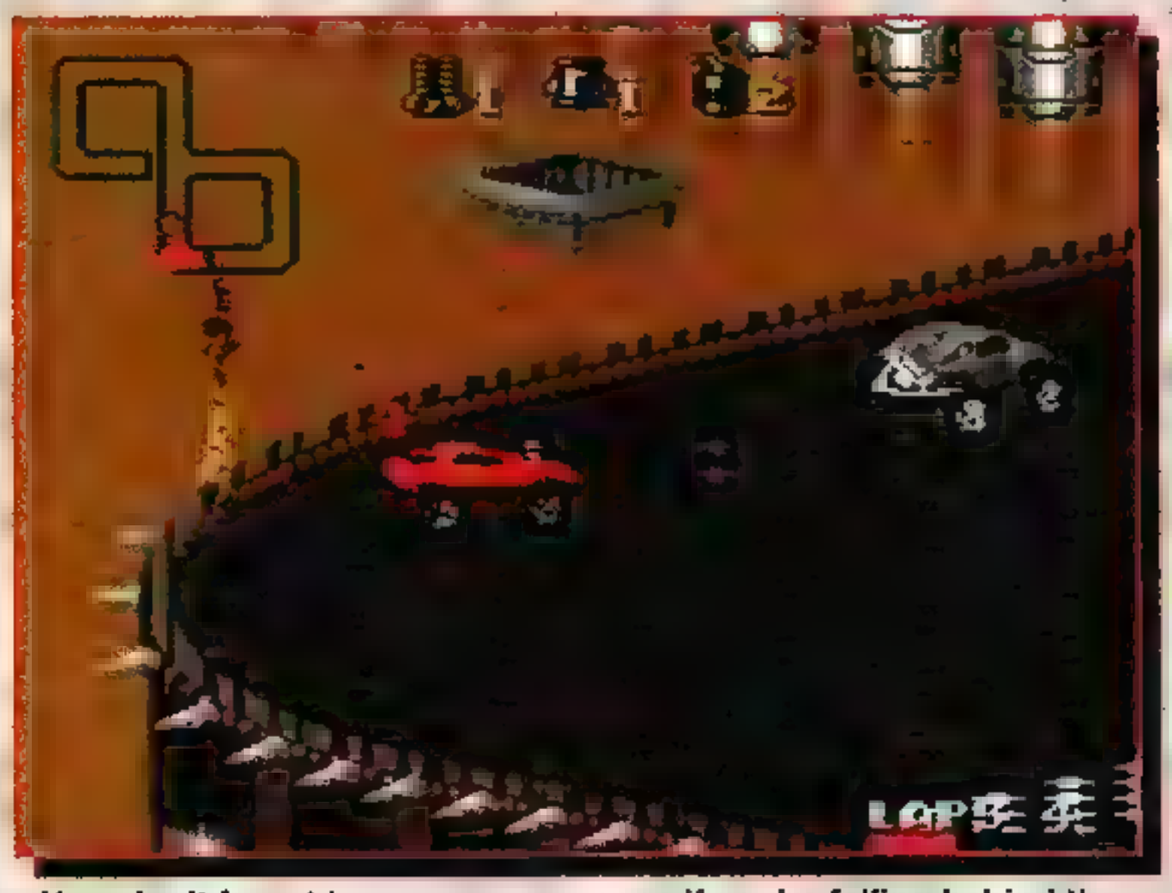
Select from a variety of drivers. Check out their skills and weakness on the road.

investing in a bigger engine. Of course, you can also increase your speed by buying nitros. Do you have problems with racers passing you



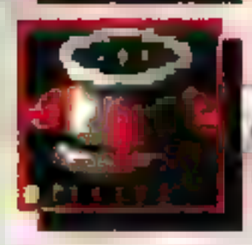
Getting crowded around the turns? Crush the other cars against the walls.

by? Well, we can fix that. Just buy some weapons that you can lay on the track or fire at the other racers to slow them down or make them lose control and eventually crash against the walls. What else can you ask for when you're racing on elevated racing platforms where there are many obstacles and traps for you to avoid and use certain weapons against your driving foes? Hey, it's compatible with the Edge 16 adapter. There you go.



Hey, don't forget to use your weapons if you're falling behind the other racers. Also, remember to upgrade your weapons.

UPGRADE YOUR VEHICLE



After winning the races and collecting some heavy cash, check out the local store and see if you can upgrade your vehicle's performance by buying better parts. Save up for the expensive parts.

MANUFACTURER
SEGA
CARTRIDGE SIZE
16 MEG
RELEASE DATE
AUGUST
OF PLAYERS
1 TO 4

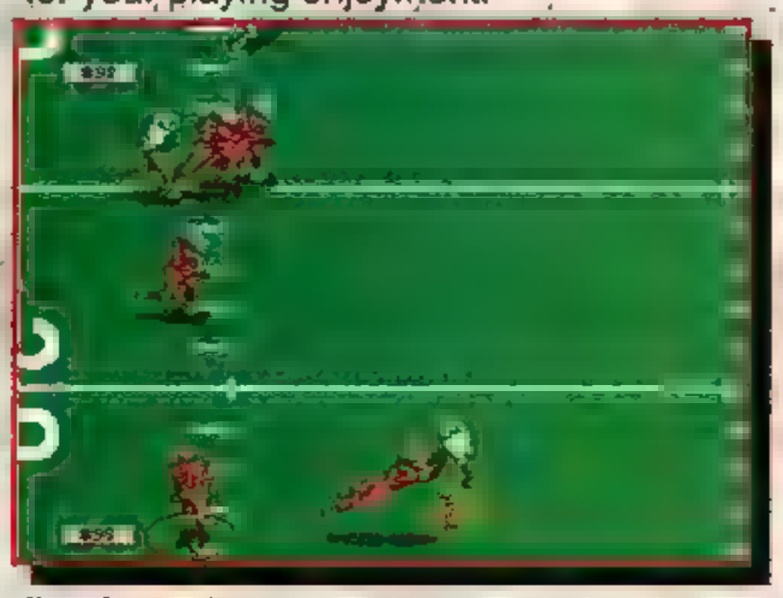
COLLEGE FOOTBALL'S NATIONAL CHAMPIONSHIP

The referees will always be there to make those close calls. Make sure you don't commit too many penalties on the field.

CRUNCH FEST!

Look at today's matchup, and check out the weather and field conditions.

Sega can make sports games! College Football's National Championship follows in the footsteps of the Joe Montana Football series in the fundamentals of the game play and the special field effects like the Zoom feature and the similarity of the players on the field, this time with the college teams involved. All of the college teams are here with their current team's stats and rankings. Some features like the weather conditions and the play-by-play commentator have been added as well for your playing enjoyment!



The Zoom feature enables you to be closer to the action. Watch out for the tacklers!

The game play mechanics are also the same as in the Joe series – very easy. Pick from a variety of plays from the playbook and initiate them on the field. The offense perspective may be tricky for starters, and you may have to get used to the Zoom feature. You see small players at first, then you have to adjust to big players when the action zooms in. You will also have to learn how to use the passing cursor. You may either pick the Auto Mode, allowing you to pass the ball directly to your receiver, or choose the passing cursor which enables you to pass the ball wherever you want. It will take time, but it is effective.

There's nothing bad to say about this one. Just play your best and hope that your team can handle the opponent's offense.

If you're looking for a multi-player football game, this could be the one for you. Compatible with the Team Player, it enables you to hook up more pads or sticks and play against or with your friends

COLLEGE FOOTBALL'S NATIONAL CHAMP. BY SEGA

Iceman

Graphics ★★★★ Playability ★★★★
Sound ★★★ Realism ★★★★

I like the Joe Montana Football series, and this one really caught my attention. The graphics are excellent, especially with the Zoom feature – there are some BIG players! The game play mechanics are easy, both on defense and offense. Also, change the weather conditions to your liking. Hey, if you want a football game, you should look out for this one.

89%

The Rookie

Graphics ★★★★ Playability ★★★★
Sound ★★ Realism ★★★★

I really liked the other games that Sega produced, and this college version is even better with all of the college teams. I didn't really care about the live commentator, so I turned that off. The hard hits on the field are close to real football – I'm glad they left the Zoom feature intact. Football fans should look for this cart to be released in the near future.

87%

I'VE ENTERED A SAVAGELY BRUTAL, YET STRANGELY FAMILIAR WORLD. NOW I MUST ELIMINATE THE EVIL SARLAC, FREE MY PEOPLE AND HEAL THIS TORTURED LAND.

MY ENEMIES SURROUND ME. I FEEL THEIR DEMONIC PRESENCE AND SMELL THEIR PRIMAL STENCH. ALL HELL IS ABOUT TO BREAK LOOSE...

Kyle

BLACKTHORNE

Interplay

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MANUFACTURER
ATARI
CARTRIDGE SIZE
N/A MEG
RELEASE DATE
N/A
OF PLAYERS
1 OR 2

THE NEED FOR SPEED

Choose from a variety of options like weather conditions and car performance.

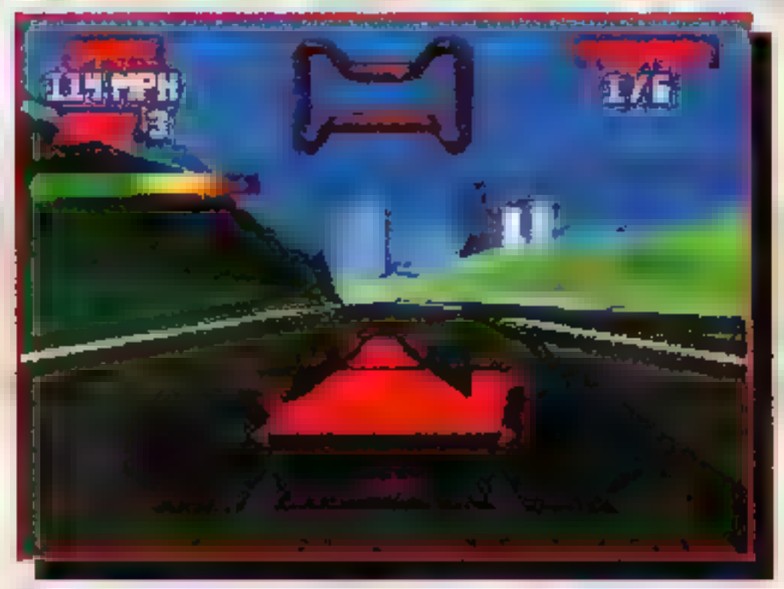
Last seen in *EGM* #57 as a Special Feature called Checkered Flag 2, this game now is being called Redline Racing. As expected of the Atari Jaguar's capabilities, Redline Racing shows off its high-speed polygon graphics. And yes, this is only the beginning of what's coming out for the Jaguar.

Several features really stand out.

Watch out for those sudden turns. You may end up crashing into the obstacles.

The flow of the graphics are done smoothly and look realistic, especially when you change your view from the cockpit to another exciting view. Try using the overhead view, and you can see upcoming sharp turns, or cars that are ahead of you. The scaling and rotation of the backgrounds and the roads are unbelievable. Too cool! I can't wait to see this game finished and out on the market. Another feature is the ability to change your car's performance in the Options Screen.

Redline Racing features some of the best scenarios, cool settings of the buildings in the background scrolls as you make turns.



With high-speed polygon graphics, you can feel every turn and upcoming hill.

Change your tires, wing, and steering type. Also in the Options Screen, you'll be able to view the weather, which allows you to make any changes on your car to compensate for the current weather, which will undoubtedly affect the road conditions.

One more factor is how the track is laid out. Some tracks may have very sharp sudden turns. For these, you may have to change your tires so that you can grip the road better. These features are only a sample of what you'll be getting in this intense racing game

Even though Atari hasn't brought out that many games, the quality of these games is improving. The system is still young and it will develop to produce far greater games with highly detailed graphics. Hopefully we'll be seeing more games like this. We realize that Atari has a definite future in the game industry. Atari has shown its colors. Good job!

Different driving views enable you to experience realistic video racing.

REDLINE RACING

MEET
KYLE BLACKTHORNE
THE MOST LETHAL
WEAPON IN THE
UNIVERSE

FALL
'94

AND NOW HE'S
COME HOME TO
TAKE OUT THE TRASH

BLACKTHORNE

Interplay

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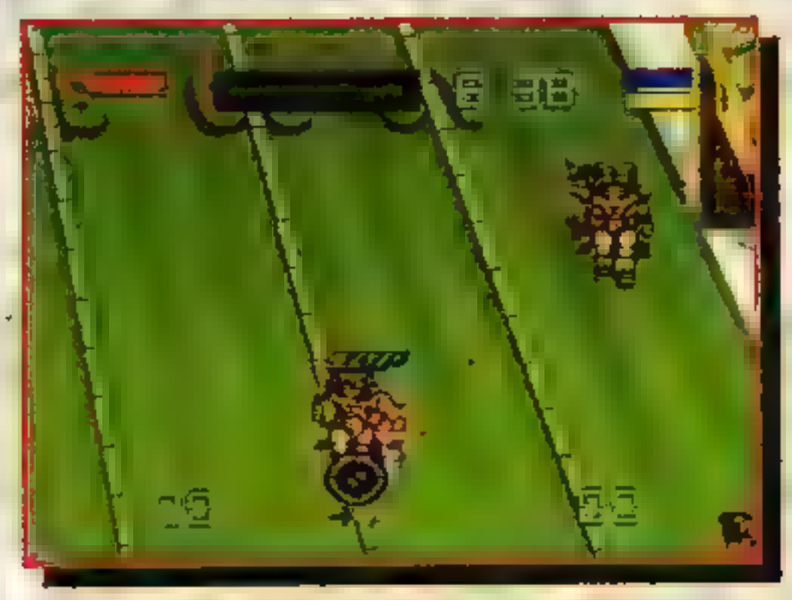
BLIZZARD ENTERTAINMENT

MANUFACTURER
TELEGAMES
CARTRIDGE SIZE
N/A MEG
RELEASE DATE
N/A
OF PLAYERS
1 TO 8

BRUTAL SPORTS FOOTBALL

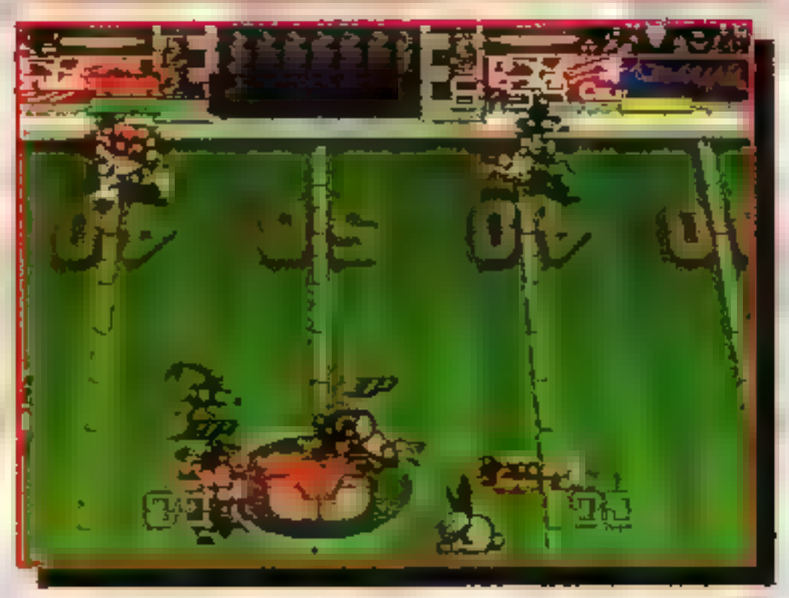
BLOOD ... NO FOUL



Pick up items on the ground, like a sword, and inflict damage on your opponent.

This isn't your ordinary football game at the park. If you're looking for a clean and regulated football game just keep walking until you find one. Brutal Sports Football takes place in another world where vikings, rams, and wizards make up a football team. Anything can happen here and the scoring of points is quite different from what you're used to.

First of all, the main secret to winning a game is to score in your opponent's goal by either running in the goal or kicking it But wait, it's not that easy. The defending side has some tricks up their sleeves. Anything goes. Blood? No foul! You can trip, tackle, stomp, and even slash your opponent with a sword, which you can pick up from the field That's not all you can pick up, so always look at the field



Make sure you keep your eyes open so you don't miss valuable items on the field.

and take advantage of what's being offered. Let's get back to the sword action. One way to stop the other team's offense from scoring is by using the sword you've found and giving them some of the worst papercuts they have ever had Of course, there will be blood everywhere. If you're playing on the offensive side, you can pick up a shield and block your opponent's sword attacks. Or, you may pass to another teammate

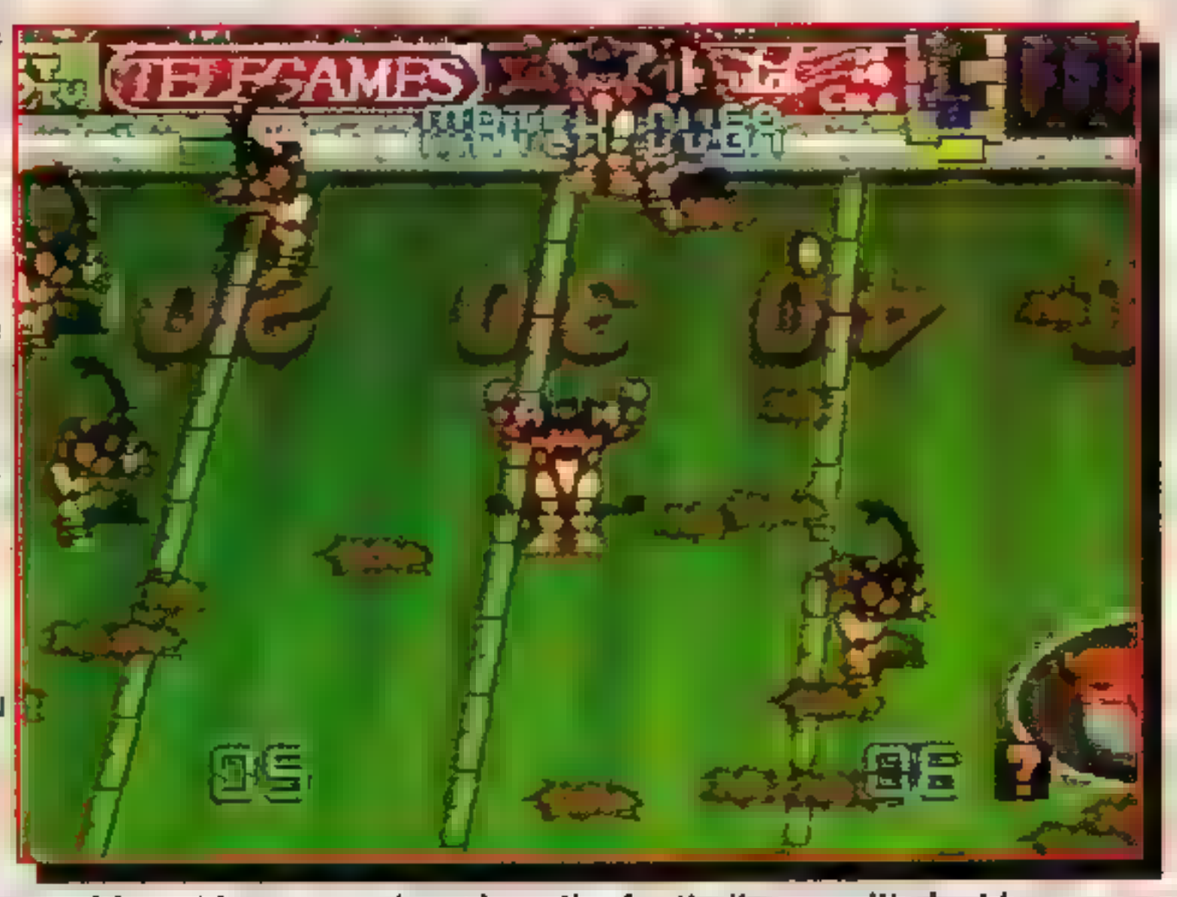
There are two ways of scoring a goal. You can either run the ball in or kick it in.

who is free, and run for an easy touchdown.

The fundamentals of this game may very well be mixed with soccer—a soccer game that allows you to use your hands and and sharp weapons. The game play is very easy, both on the offensive and defensive perspectives. It may not exactly be your ordinary football game, but it excites folks who are seeking something different in a game—very different. Also, with a game that doesn't have regulations to stop the game during play, the intense action doesn't stop until the very end! It makes for some interesting situations, to say the least!

MERCILESS TEAMS

Wait until you see all of the teams that are at your disposal. These teams are ruthless—their main goal is to win every single game. Watch out for those rams!



It's not how you win or lose the football game, it's just how much your opponent cries after being beaten!

You wouldn't want to mess around with these guys. Excuse me, girls.

Ranma ½ II

ANYTHING-GOES MARTIAL ARTS

ANYTHING-GOES MARTIAL ARTS

TOHO CO., LTD.

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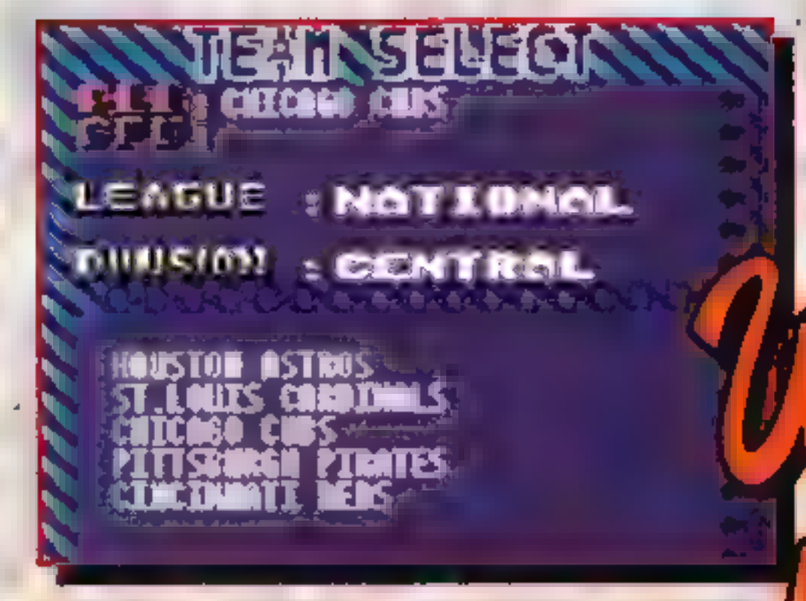
ONE, TWO, THREE–YOU'RE OUT!

The Genesis version was great. Now that Sega has made it for the Game Gear, I feel that I have to see it in action.

First of all, this is an excellent translation to the portable. Pick from all 28 teams from the National, American, and Central divisions. Because it is sponsored by MLBPA, you get to see the current baseball greats and their stats. It doesn't stop there, either. You can play in a preseason game or go all the way and participate in the full season bonanza.

There will be four stadiums you will be able to pick from, both indoor and outdoor. The stadiums are different, and each stadium varies in size. The bigger they are, the harder you'll have to hit in order to send one out of here. What else



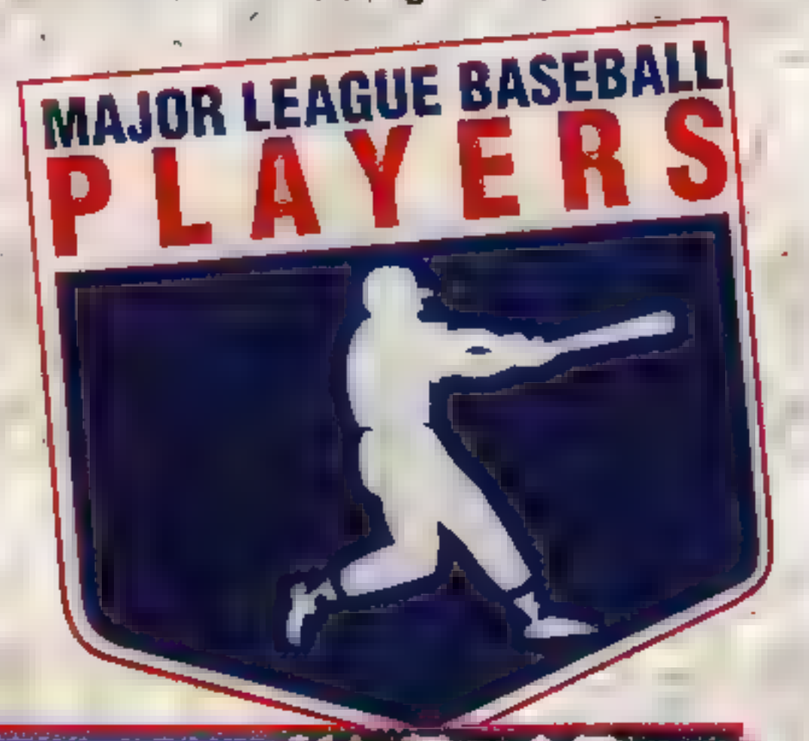
At the beginning of the game you'll have to choose a team from all 28 teams in the baseball league. After deciding which team you want, choose what stadium you would like to play in.

can you ask from a baseball game with a portable's capability? Ok, there's more. The action is incredible, watch the batters hit one out of here. Following the home run hits, Sega has awarded you with some cool cinemas.

Looking for someone to play against? Why not find a friend who has the same game and plug two Game Gear units together. You'll be able to play against your buddy and see who's the best gamer on the block.

As long as Sega keeps making great games like this for the Game Gear, this system will be around for a while and will keep consumers coming back for more. If you're looking for a baseball game for your Game Gear, this is the one to get. You can never turn down America's pastime.

Way to go! Watch the home run cinemas after hitting one out of here.



Check out the action on the field. The animations of players' moves are great.

The action is great, right down to the pitching. Game players will be amazed at how well Sega has made this game. Very realistic.

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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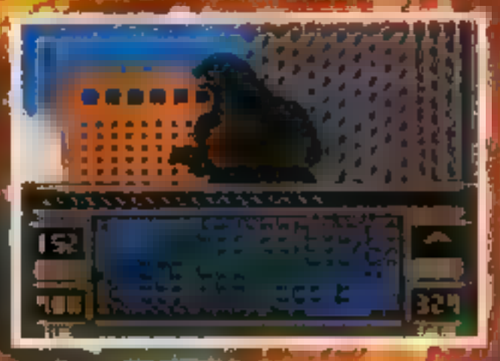
Nintendo



SUPER GODZILLA™

LOOK WHO'S BACK AND READY TO WREAK HAVOC ON YOUR SUPER NES®.

AVAILABLE THIS SUMMER

TOHO CO., LTD.

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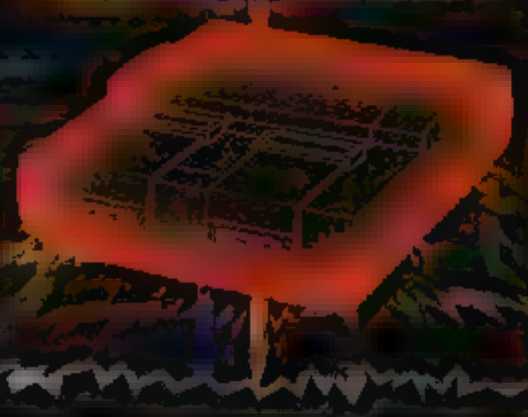
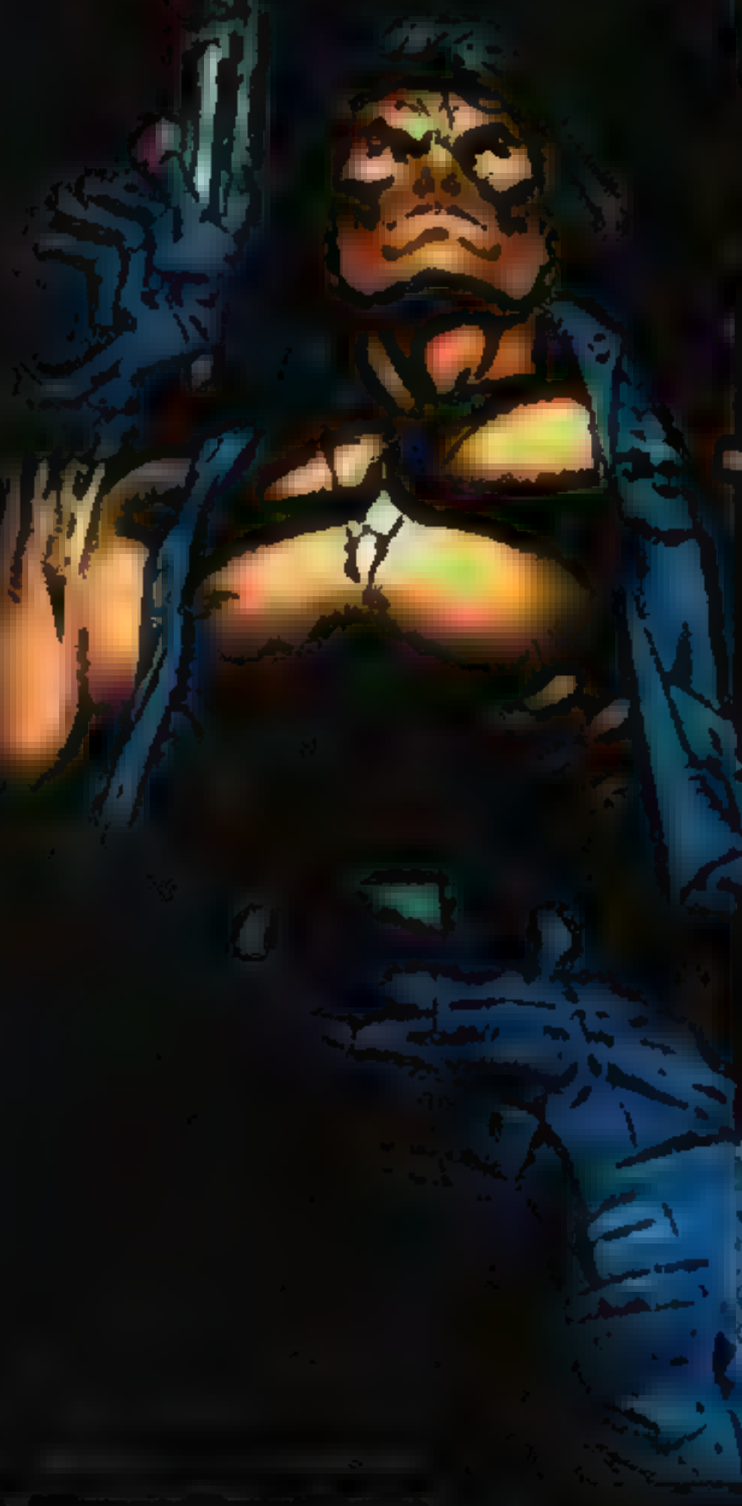
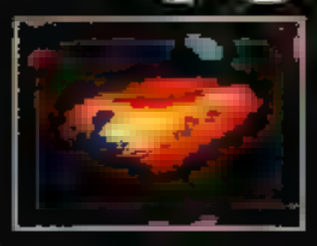


During Sarlac's attack on Stonefist, King Vlaros sends his son, Kyle, to Earth with the lightstone to keep its powers away from Sarlac. You return 20 years later to free the slaves of Sarlac and to take your kingdom back. In many ways, this game is very similar to the ever popular Flashback and Out of This World. The animation and music are top-notch, and it even has a screen saver. The controls, in comparison to Flashback, are a lot easier to master. The best part of the game is that you can actually hide from the enemies in the shadows.

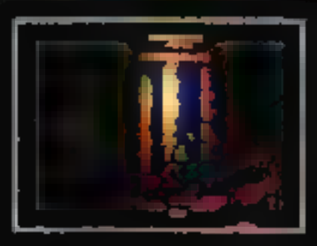


ICONS



This operates the bridges and can be used repetitively.

The hover bomb has the ability to blow open doors and kill enemies.



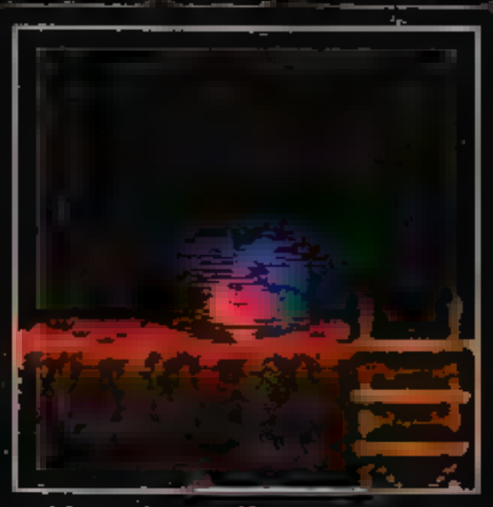
The vial contains an elixir that replenishes your life 100 percent.

This is a wasp bomb that you control. It can be detonated on command.

BLACKTHORN

KYLE: SAVIOR OF THE ANDROTHI

Make sure you keep your gun drawn at all times.



Use the roll to dodge gunfire and cannons.

Learn how to use your gun well.

Use the edge of cliffs to climb down or up.

Duck into the shadows to hide from the ogres.

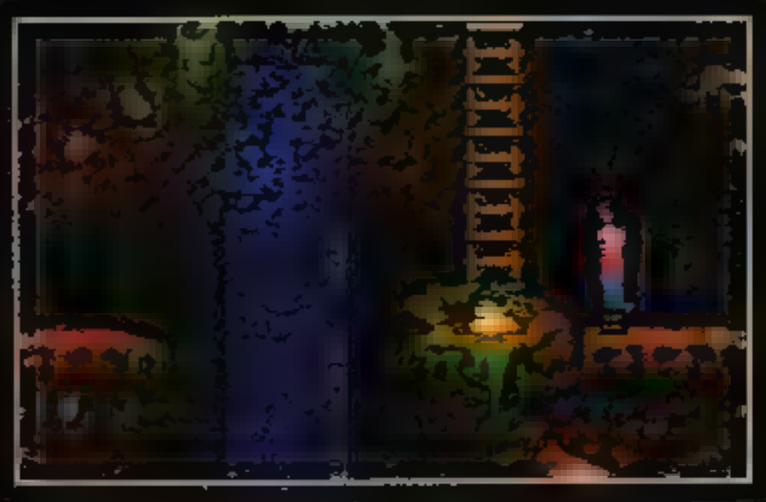
Shooting behind you surprises the enemies.

BLACKTHORNE FACT FILE

BLACKTHORNE

MANUFACTURER	# OF PLAYERS
INTERPLAY	1
DIFFICULTY	AVAILABLE
MODERATE	SEPTEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	16
THEME	% COMPLETE
ACTION	90%

LEVEL 1



After killing the first enemy, pick up the precious Hover Bomb.

The doors can only be opened with the Hover Bombs, so use them sparingly.

Talk to the Androthi to get clues and items, like bombs and potion.

Talk to the Androthi for clues on beating enemies.

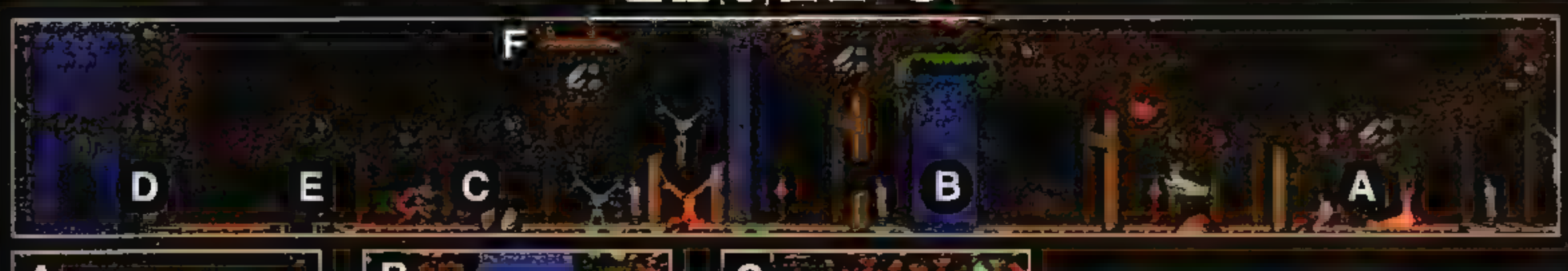
LEVEL 2

Timing has to be just right to kill this ogre.

Take the elevator down to get to the generator.

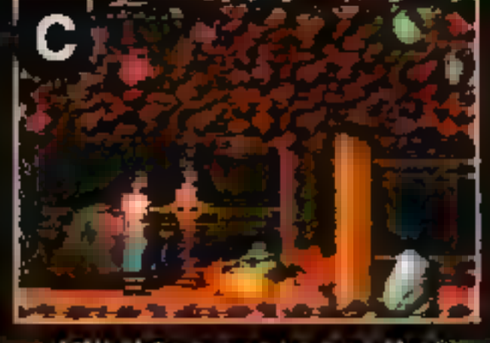
Use a Hover Bomb to destroy the generator.

LEVEL 3



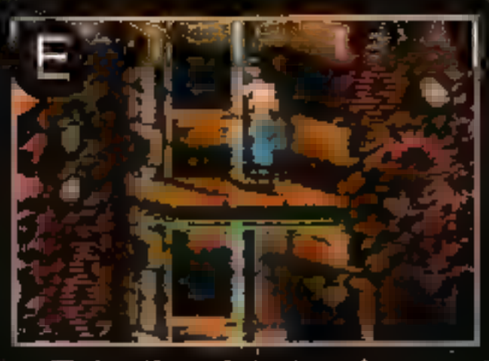
Roll past this gun, or get pumped full of lead.

Climb down into this pit for the elixir; you'll need it.

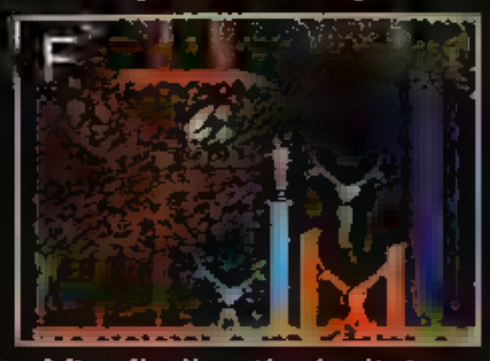


Kill this ogre to get the key for the bridge.

Go in the hidden door and flip the elevator switch.



Take the elevator down to find the levitator.



After finding the levitator, use it to get to the door.

THE GOOD

The animation, controls, and music are great. It's a very addictive game!

THE BAD

The game can get quite frustrating if you have no idea where you're going.

THE UGLY

The laughter of the ogres after they shoot you. How humiliating.

SUPER NES

The Ren & Stimpy Show TIME WARP!

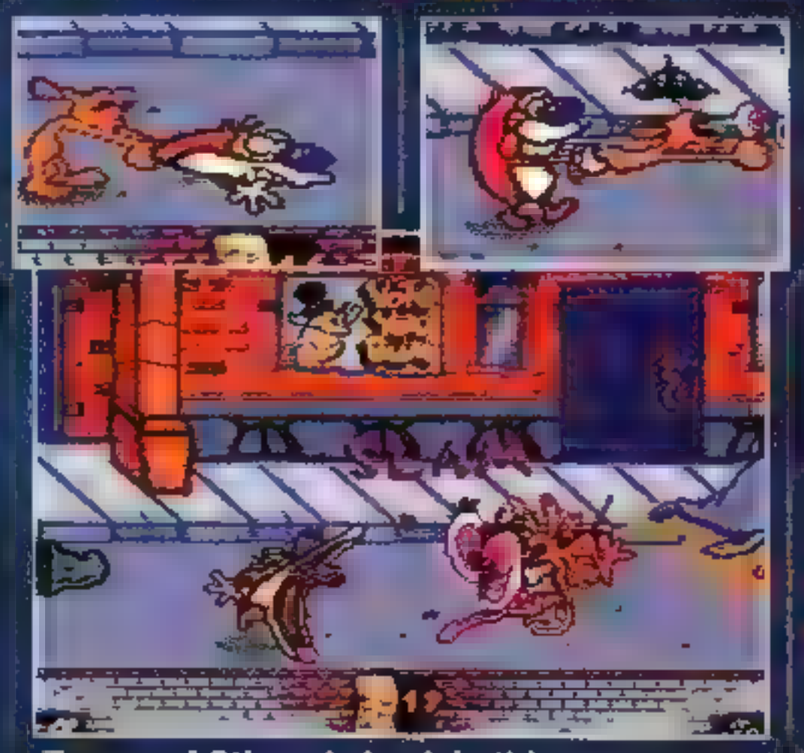
FACT FILE

THE REN & STIMPY SHOW: TIME WARP!

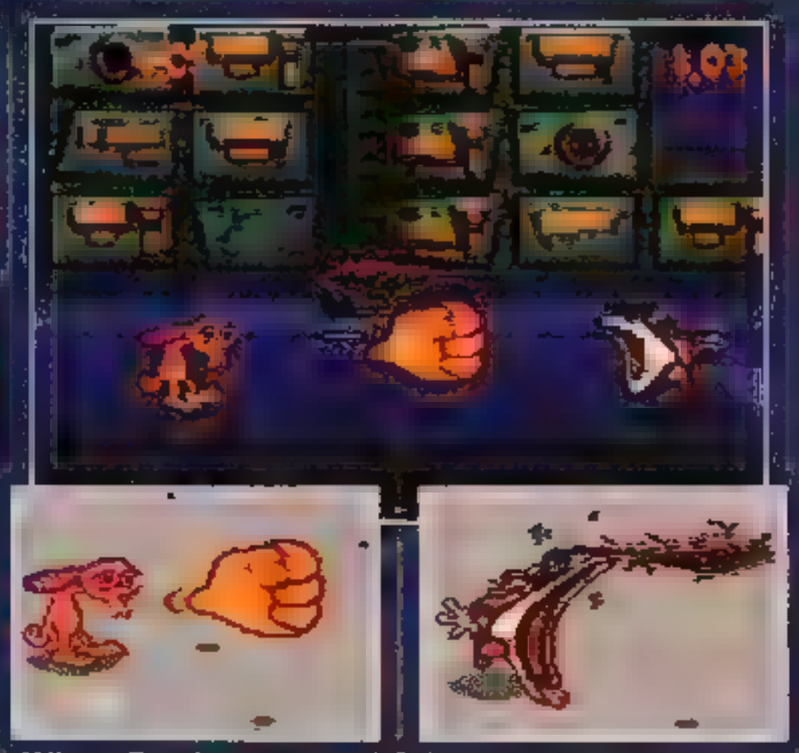
MANUFACTURER	# OF PLAYERS
T*HQ	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	SEPTEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
10 MEG	10
THEME	% COMPLETE
ACTION	85%

Straight from the hilarious cartoon comes The Ren & Stimpy Show: Time Warp! This time around our heroes get their own time machine from the devious Muddy Muddskipper after collecting 47 million Gritty Kitty proofs of purchase. Our poor friends become lost on their first time out however, giving Muddy the chance to steal it back.

The Ren & Stimpy Show is a blast to play thanks to its two-player simultaneous action. This game is loaded with items, attacks, and even hidden games you can play. When Ren and Stimpy team up, they can use special attacks that cause massive damage. Even Powdered Toast Man is here to lend a hand, Joy! The graphics and sound effects are top-notch and will keep you rolling on the ground in hilarious fits of laughter.



Team up! Stimpy's back in this one so you and a buddy can thwart Muddy Muddskipper's plans together. The Team Mode also lets you do special attacks.



When Ren's eyes and Stimpy's nose glow red they can perform devastating special attacks. Luckily, Ren's giant fist and Stimpy's mega-hairball don't hurt each other.

YOU FILTHY SWINE!
Hilarious animations are one of the best parts of the game. Ren attacks with a Super Slap while Stimpy hacks up a hairball. Muddy Muddskipper doesn't stand a chance!

THE GOOD

The animations of the characters are some of the best I've ever seen.

THE BAD

This is a very early copy of the game so I really can't form a bad opinion about it.

THE UGLY

Have you ever seen a cat pick its ear? I almost lost my lunch. Keeripes Man!

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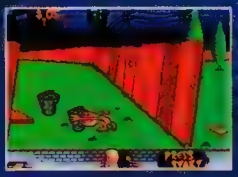
LEVEL 1



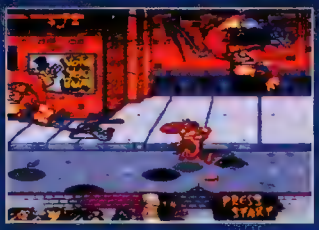
Mosquitoes are some of the biggest pests in the game. Practice as much as you can in your backyard because they're everywhere. Ren's special attack is a great way for him to knock down fences safely.

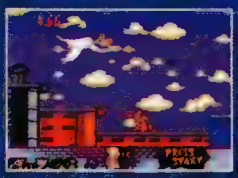
BOSS ONE

The end of Level One is guarded by two giant guard dogs. The good news is that you only have to take one on at a time. The bad is that you'll be doggy treats if one ever gets the jump on you. Two special moves will send 'em whimpering back home. They're so stupid!

BOSS TWO

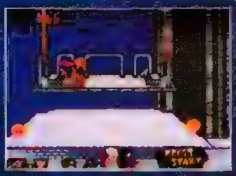
The goofy Zookeeper is waiting for you at the edge of the city. The toughest part about fighting him is trying to stay clear of all the manholes and happy helmets. A good special move or two and he's toast—powdered toast, that is.



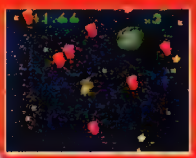


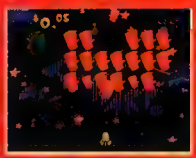
LEVEL 1

Level Two takes you into the city where you'll face flying sea gulls, fire chiefs, falling walruses, and the mother of all monsters—the Crockastimpie. Look out for special items and hidden bonus games.



HIDDEN BONUS GAMES!





"It's lo-og. It's lo-og! It's big, it's heavy, it's wood. It's lo-og. It's lo-og! It's better than bad, it's good."

As an extra bonus, this game has included some special bonus games that you may remember. They include: Log Man, Space Log, Log War, and Log Invaders. Each game has multiple stages as well.

Kids Love Log.
Log from Blammo.

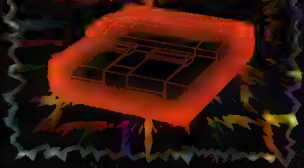
SPECIAL ITEMS!

Powdered Toast: Gives you super-strength!

Rubber Nipples: Allows you to climb walls.

Beaver: Lets you dig through gates.

Bow: Lets you fire from a distance.



For thousands of years the virtuous Dragon Clan used its unique powers to maintain world peace. But the members of the Clan were only human, and in time they succumbed to the powers of Tyr, an evil sorceress who promised them limitless power. The clan split into two factions, the Light and Dark Dragons, each of which was bent on dispatching the other. Clan members engaged in non-stop attacks, literally changing the face of the world. Civilization was on the brink of extinction. In order to save the world from total destruction, a hero—one of the Light Dragons-was sent to dispatch Tyr. In time he was joined by others who shared his courage and vision...

FACT FILE
BREATH OF FIRE

MANUFACTURER	# OF PLAYERS
SQUARESOFT	1
DIFFICULTY	**AVAILABLE**
MODERATE	AUGUST
CARTRIDGE SIZE	**NUMBER OF LEVELS**
12 MEG	N/A
THEME	**% COMPLE**
RPG	100%

BREATH of FIRE

The Hero
Start the game with this character. In addition to being a swordsman, he also likes fishing.

Nina
Nina has excellent White Magic abilities, but her regular attacks are a bit weak.

Karn
He opens locked doors and has the magical ability to merge fighters into one.

Bo
Bo is a skilled bowman. He is the only character who can hunt for meat.

Fish for valuable items in fishing holes located throughout.

Transform into the bird and travel to exotic places in the land.

If you have Karn in your party, he will unlock many doors for you.

Place Bo at the head of the party to hunt for much-needed food.

Prepare for combat...

There are several enemies varying in power. Beat an enemy and they'll leave you experience points and gold.

Fight Icons

SWORD: Do standard attacks.

SHIELD: Enables defenses.

MAGIC: Pick a spell to use.

BAG: Lets you use items.

People to see...

Meet many people and unusual creatures. Some will give you valuable information about what's ahead.

Things to do...

There are six keys scattered throughout the game that you must find in order to finish the quest.

THE GOOD

Excellent graphics with great detail. Very good audio effects and soundtrack. Intriguing story.

HE BAD

me of the tasks that need to be he are not really explained very l.

E UGLY

I N O U S Bosses throughout entire game. They are drawn well, though.

Important areas for you to visit:

A. Arad
B. Bleak
C. Auria
D. Prima
E. Tantar
F. Tantar
G. Winlan
H. Nanai
I. Camlon
J. Romero
K. Drogen
L. Nabal
M. Gant
N. Gust
O. Spring
P. Carmen
Q. Scande

Spanning the globe...

Mogu

Mogu burrows underground finding hidden items. Has few magic spells.

There are several designated areas where Mogu can dig.

Gobi

A hustler, he has excellent underwater magic, but is useless on land.

Turn into a big fish and the party can ride without being attacked.

Ox

Ox smashes rocks and other large objects with his awesome power.

Attack some fruit-replenishing fruit from trees with Ox's power.

Bleu

Known as the Snake Lady, Bleu has several magic spells.

Find Bleu, the serpent creature, and use her powerful magic.

Places to go...

Inn

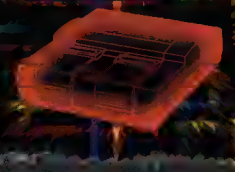
For a price, you can stay the night at an inn which is located in every village. After your rest, all the health and magic of your party will be restored.

Save the Game

Go to these little huts which are also located in villages and a man inside will ask you to tell him a story. He actually asks if you want to save your game.

A hunting we will go...

As you wander about the countryside, you will encounter several forms of wildlife. Bo is the only one who can kill wildlife with his bow and arrow. When Bo has successfully made a kill, the entire party will be rewarded with something left behind by the fallen animal. The deer will leave an antler, which is used as an antidote. The boar leaves meat, which is used to replenish the party's health. There are also other prey that can leave more needed items behind.



BRUTAL

FACT FILE

BRUTAL

MANUFACTURER	# OF PLAYERS
GAMETEK	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	OCTOBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	N/A
THEME	**% COMPLETE**
FIGHTING	50%

Stand back Street Fighter! It's the battle of the furry forest creatures in this new cart for your Super NES—Brutal. Why is it called Brutal? Well, the word brutal seems to best describe the idea of a bunch of animals duking it out with a blistering array of punches and kicks as well as special attacks (and all the other 'nifties' fighting game characters get). One thing is certain ... after you play this game for a while, witnessing the prowess of these animals, you'll never look at Rover or Fluffy the same way again!

THE GOOD

I like the idea of the cute little fluffies tearing into each other with Street Fighter-type moves.

THE BAD

Another fighting game? Could we at least start inventing new special attacks?

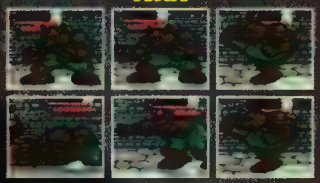
THE UGLY

The looks on the faces of the animal rights activists when they start proclaiming it's teaching animal violence.

FURRY LITTLE FOREST CREATURES?

Stance/ Special | Punch/ Strong P. | Kick/ Strong K.

IVAN



KUNG FU BUNNY

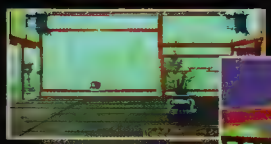
PANTHA

FOXY

RHEI RAT

KENDO COYOTE

Where does this conflict between the animals take place? Check out the backgrounds...



DOJO

BOAT

BATTLEMENTS

BEACH

EXPERIENCE

VERTICAL REALITY

SKIING AND SNOWBOARDING

TOMMY MOE'S

WINTER Extreme

UNITED STATES SKI TEAM
- 1994 Olympic Gold & Silver Medal Winner
- 3-Time U.S. National Champion
- 2-Time World Junior Champion

Endorsed by
Val D'Isere
Host of the
1992 Winter Olympics

BEST OF SHOW '94 WCES

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NINTENDO POWER, February, 1994

Butterfinger

NASTAR

NSI PDI

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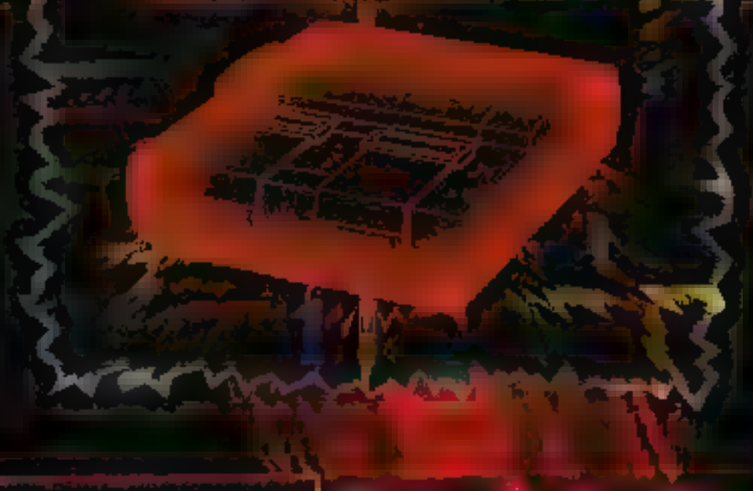


FACT FILE

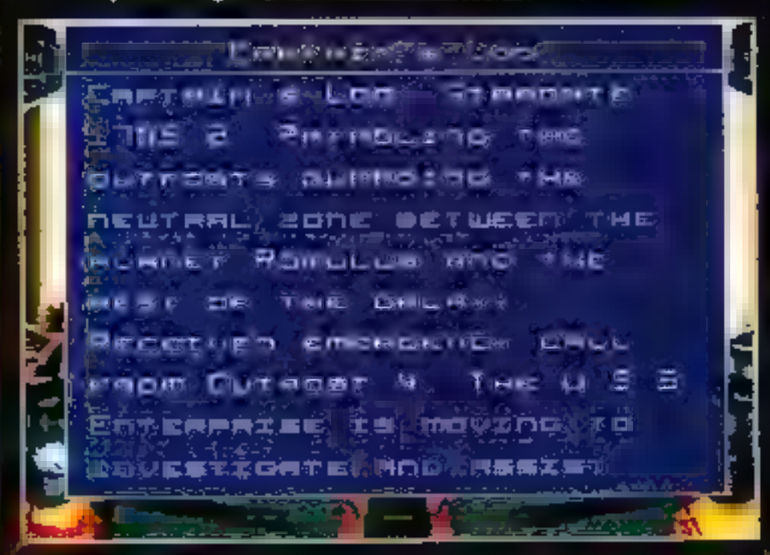
STAR TREK ACADEMY

MANUFACTURER	# OF PLAYERS
INTERPLAY	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	35
THEME	**% COMPLETE**
SIMULATION	60%

On your first mission aboard the Oberth class science vessel, you learn there is radioactive debris falling into the atmosphere of the planet Beta II.

Pressing Select Aboard the Starship will give you access to the Helm, Engineering, Science, and other stations necessary for safe passage.

On your approach to Beta II, begin your search for the falling debris.



One of the many combat scenarios available is a Star Trek episode—Balance of Terror— which is the first recorded sighting of a Romulan.

The debris is radioactive! Raise your shields and activate your tractor beam at once!

After enrolling in the academy, you can go to class, go on a science mission, catch some shuteye, work in the barracks, go eat at the cafeteria and talk with fellow crewmen, or go to combat training.

Once in tow, carry the debris away from the planet to [illegible]

[illegible] this mission. Once the debris is destroyed, return to the starbase.

THE GOOD

This game really makes you feel like part of the crew. The interaction is just as fun as blasting Klingons!

THE BAD

There could be a little more attention to detail. You can't even cloak when playing as a Romulan!

THE UGLY

The stupidity of the computer. At first approach raise shields and head on guns blazin' and they die!

STAR TREK STARFLEET ACADEMY™

Captain's log, Stardate: Unknown. A new cadet has just entered Starfleet Academy. This cadet is you. Learn the intricate parts that make a starship work, from Starfleet protocol to actual hands-on training aboard several different starships. Via the combat Training Mode, you have access to a number of scenarios, even most popular in the *Star Trek* television show. Everything happens exactly as it did in the episode, even the dialog between officers is intact. The only difference is you control the action. This is an incredible action game that will appeal to any fan of the old Star Trek series. Encounter Klingons, Romulans, and text books in this excellent simulator.

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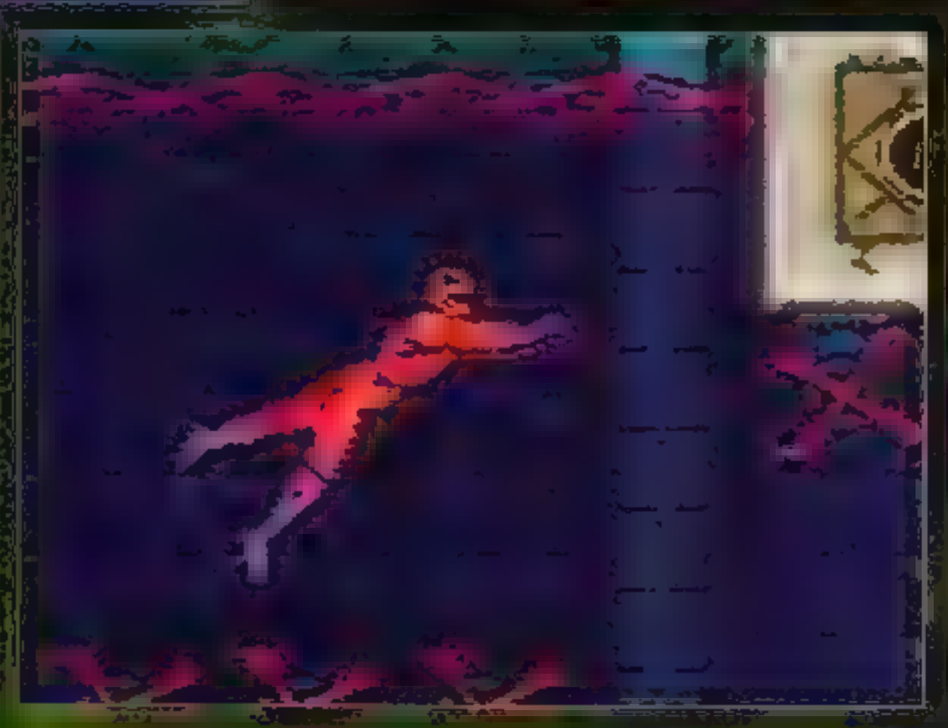
SOON: MORPHINOMENAL VIDEO GAMES

Morph into action when the number one Fox television show and the number one toy line in America become all new video games for your Game Boy® coming in July and Super Nintendo Entertainment System® coming in September.

The Game Boy® cart features all five Power Rangers™ and Super Game Boy® compatibility.

The Super NES® cart features five teenagers who morph into Power Rangers™. In this 16 meg side scrolling action adventure game. Then a secret code magically transforms your game into a one-on-one fighting game. Two Player Simultaneous!

Video games this exciting can only be called "Morphinomenal."



MIGHTY MORPHIN POWER RANGERS™

fox kids network

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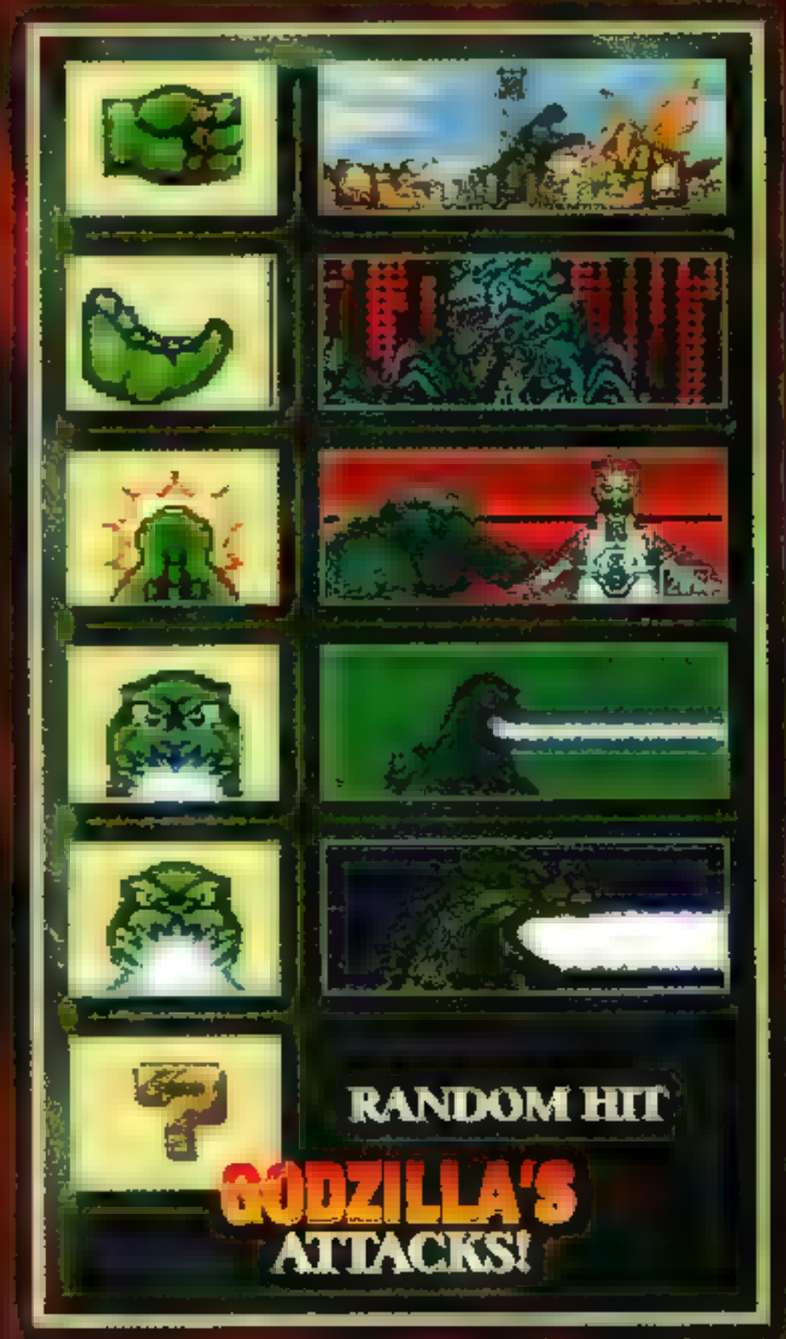
SUPER NES



Godzilla returns to save mankind from an alien invasion. You are the only one who can control Godzilla through Japan and to the gigantic monsters who await him. Collect items that give you health and defensive power, or you'll end up mauled by the other monsters. You'll see a lot of famous faces, like King Ghidra, Biolante, and the ever popular Mecha-Godzilla. Super Godzilla combines strategy with action to give you an exciting game that keeps you riveted to the screen. Only you can save mankind. Do you have the strength?

THE GOOD

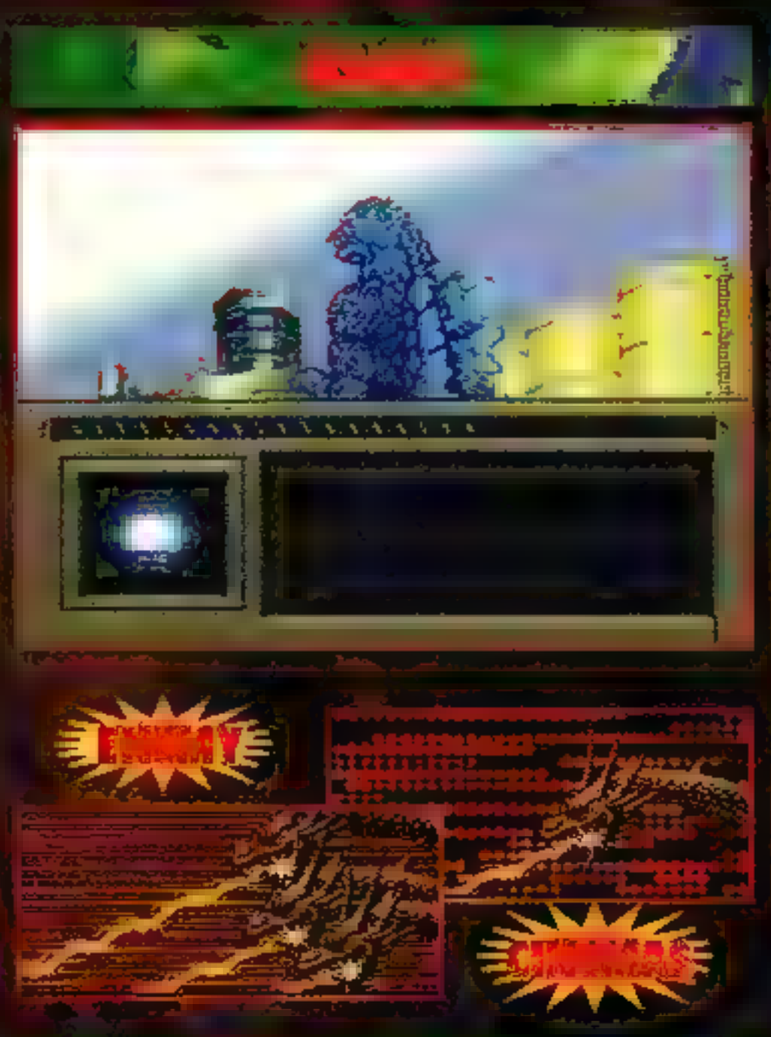
Everything, from the music to the plot, screams Godzilla. This game is a must for rubber monster fans.

THE BAD

The monsters, especially Battra and Mecha-Godzilla, zone you to prevent you from doing your special moves.

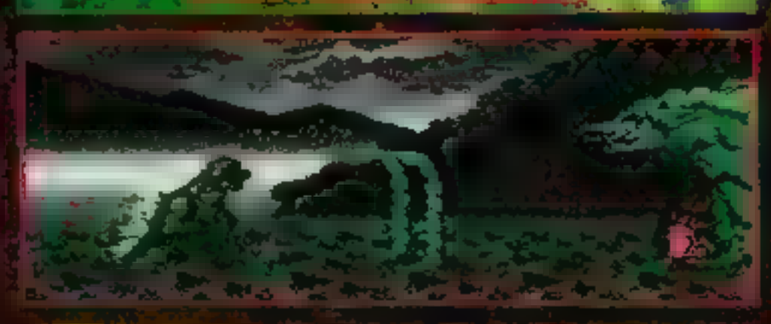
THE UGLY

After sleeping for millions of years, it's no wonder why his breath is blue. Time to gargle, isn't it?

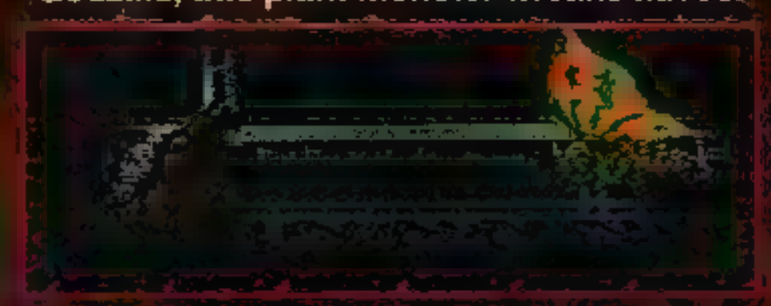


King Ghidra has entered Osaka! Guide Godzilla through the streets. Look for blue buildings; they'll give you radioactive energy. The yellow places give you advice and items. Ghidra can be found at the big red dot on the map.

Something that appears to be Godzilla is attacking Mount Fuji!

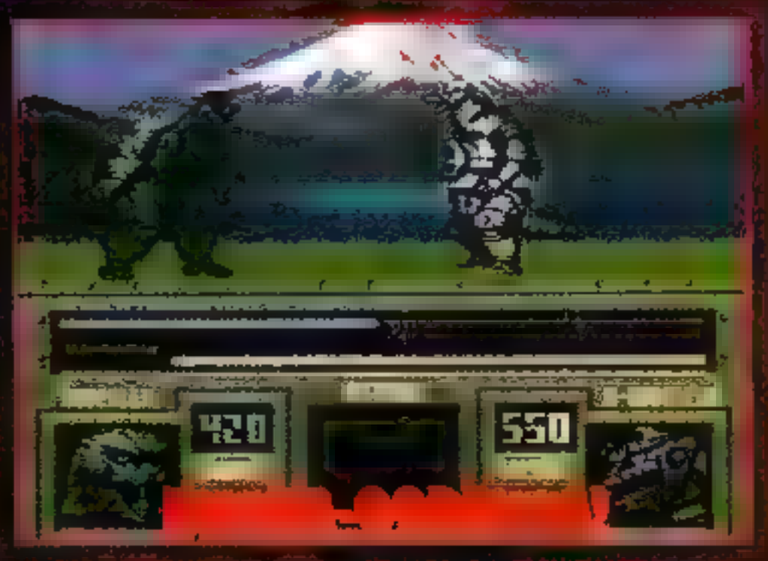


Biolante: created out of cells taken from Godzilla, this plant monster wreaks havoc.



Battra: it's a flying moth that can't be hit by ground-based attacks!

King Ghidra fires energy beams with his three heads! Try to get in close.



FACT FILE
SUPER GODZILLA

MANUFACTURER	# OF PLAYERS
TOHO	1
DIFFICULTY	AVAILABLE
EASY	AUGUST
CARTRIDGE SIZE	NUMBER OF LEVELS
12 MEG	6
THEME	% COMPLETE
ACTION/SIM.	98%

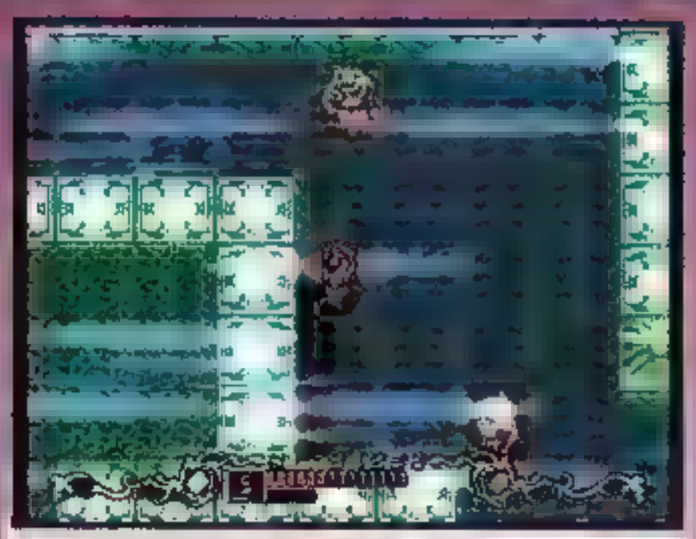
SUPER GODZILLA

BEWARE!

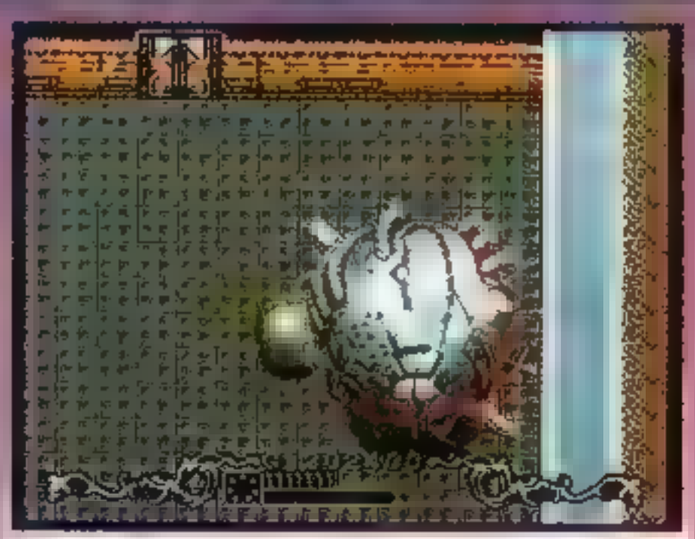
FROM THE CREATORS OF THE 7TH SAGA...

BRAIN LORD

Strange visions crowd my mind...
Reality or Dream?



This place seems to go on forever.
There must be a way out...



The door is locked! I can't get out!
I guess this is it...Do or DIE time!

My father is dead. Everyone thought he was crazy. I didn't.

He believed that long ago, men rode the skies on the backs of dragons. They were called Dragon Warriors. Now, all the dragons have vanished. My father spent his lifetime searching for dragons...a life spent in vain. Now, I am the only descendant left. It is up to me to find the missing dragons.

ENIX

SUPER NINTENDO

They say only the gifted can unlock the secrets of the many mazes that lie before me. "If you don't go crazy, you'll go insane." Whatever that means. It has been thousands of years since anyone has seen the dragons. I doubt I will live that long. I have a scrap of paper someone placed in my pack. I wish I knew who left it. Only one line is written: "Are you a Brain Lord?"

I hope so...

ENIX AMERICA CORPORATION • 2679 - 151st Place Northeast • Redmond, Washington 98052-5522

SUPER NES

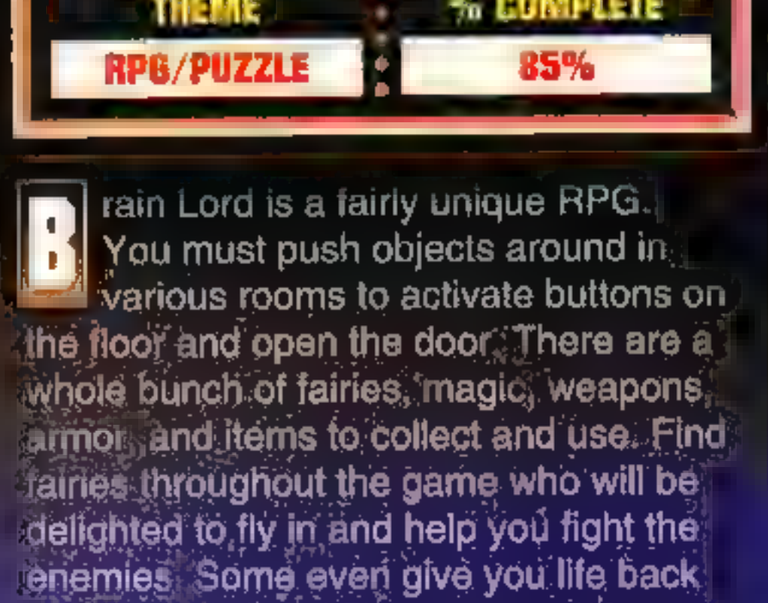
Brain Lord

FACT FILE

BRAIN LORD

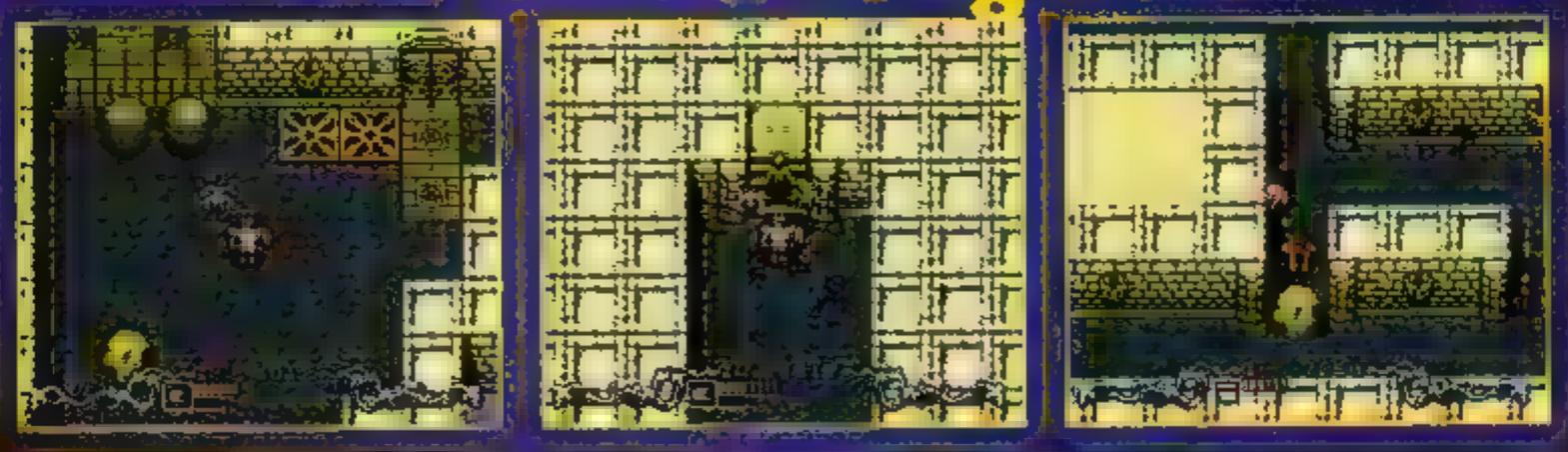
MANUFACTURER	# OF PLAYERS
ENIX	1
DIFFICULTY	**AVAILABLE**
MODERATE	SEPTEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
12 MEG	N/A
THEME	**% COMPLETE**
RPG/PUZZLE	85%

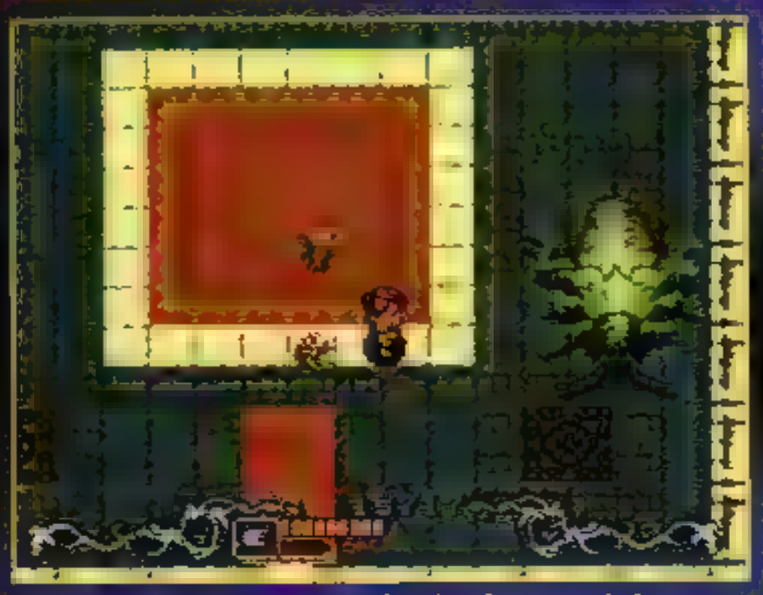
Brain Lord is a fairly unique RPG. You must push objects around in various rooms to activate buttons on the floor and open the door. There are a whole bunch of fairies, magic, weapons, armor, and items to collect and use. Find fairies throughout the game who will be delighted to fly in and help you fight the enemies. Some even give you life back and raise defensive and offensive power. What more could you ask for? The very same people that brought you The 7th Saga are now bringing you Brain Lord. The town scenes look almost identical. Watch for this magical game!



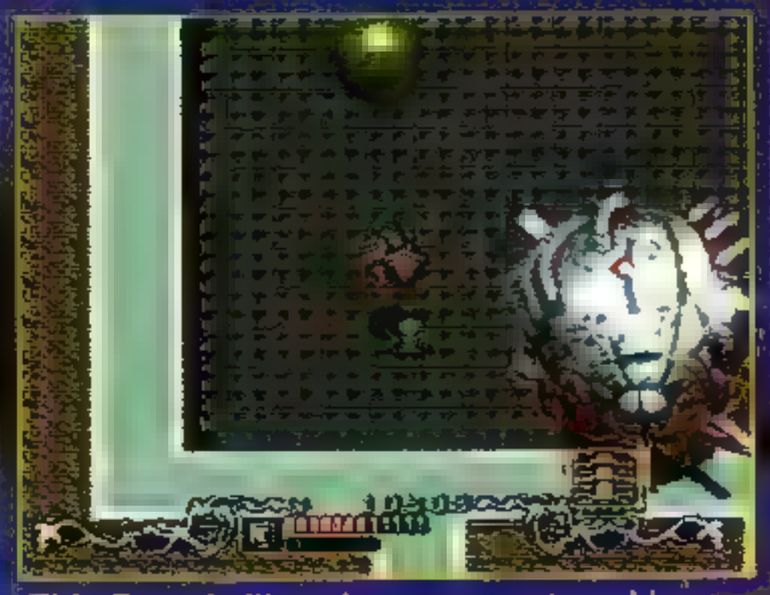
With an axe you can break the rocks in the cave and find items hidden throughout this strange town.

Tower of Light



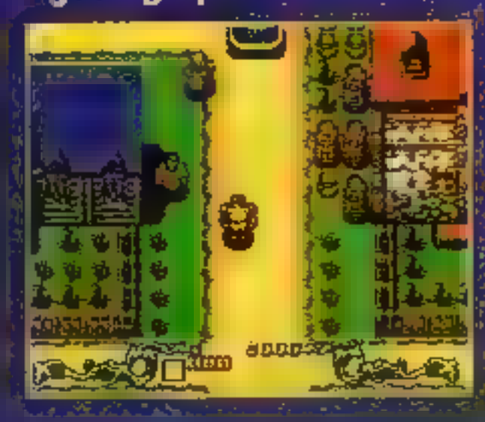


This giant cockroach is the Boss of the tower. He will run around as you hit him, throwing out little roaches. Follow him around and dodge his babies. Strike him when he reaches the corners and you will find him dead sooner than you think.

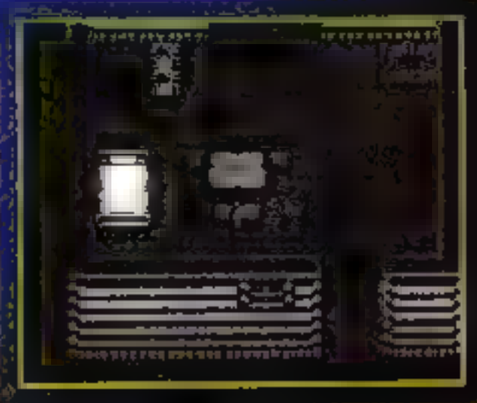


This Boss is like a huge magnet sucking you underneath him and taking your life. When he starts to suck you toward him, you must turn around and keep jumping. That will keep you from getting too close to this huge piece of junk metal.

This game has a lot of graphics that are similar to 7th Saga. The town and dungeon graphics look similar to 7th Saga's, but the fighting style is definitely different. Both have unique objectives, and look very intriguing.



The game begins with a flashback to when you were a child watching your father leave to battle against evil.



THE GOOD

There are a lot of puzzles you must solve to get through certain rooms, making this a unique RPG.

THE BAD

To be honest, this game is really good and I don't have anything bad to say about it.

THE UGLY

The first Boss in the Tower of Light is a huge cockroach, and man, do I hate them roaches!

NOTHING, NOTHING
CAN PREPARE YOU

S E P T E M B E R 1 9 9 4

SUPER NES GENESIS GAME BOY GAME GEAR

MIDWAY

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Acclaim entertainment inc.

DYNAMITE HEADDY

Dynamite Headdy is one heck of a game. There are so many different things you can do. First there are over 10 different power-ups in the form of your head. You use your head to defeat the enemies and reach new horizons. You have heads ranging from a hammer-head, to a blower that blows stars out of your nose, to a vacuum head that sucks in all the enemies on the screen. Most are very hilarious looking. There are a lot of amusing tidbits throughout the game to keep you chuckling. There seems to be a Boss around every corner giving you new enemies on every level. Some Bosses are extremely easy to beat while others are extremely hard and take a little brain work to figure out a pattern and then attack. This game is huge, so you won't find everything the first time through. There are plenty of hidden secret items to get more bonus points at the end of the level. This is definitely a game to watch out for.

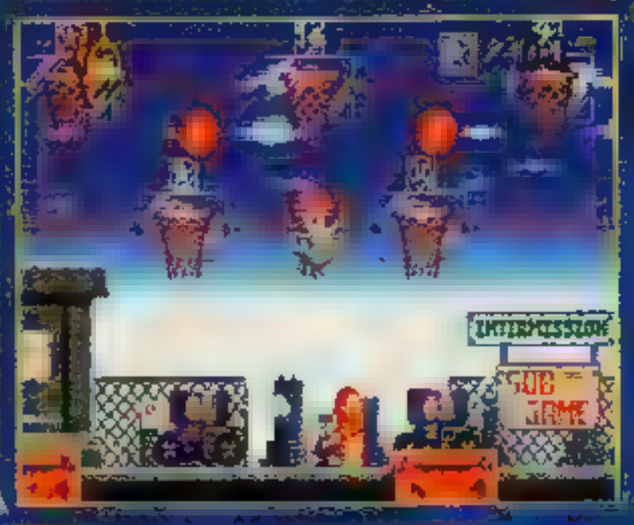
FACT FILE

DYNAMITE HEADDY

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	**AVAILABLE**
MODERATE	SEPTEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	30
THEME	**% COMPLETE**
ACTION	75%

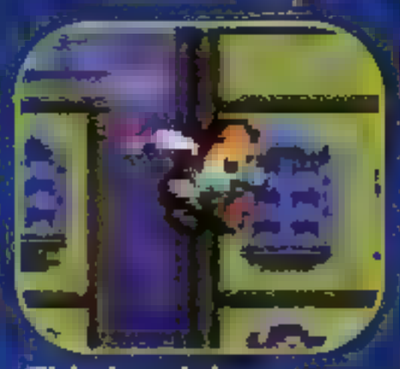
This robot has busted into your town and is creating havoc. He's grabbed you but he will lose his grip. Once he drops you, run with all of your might. He'll start grabbing your friends and then you. Beat him up and make him drop your friends.

You can change your buttons around to best suit you. Check out some of the cool music and sounds of this game.



In the Bonus Stage you must hit the basketballs with your head and make baskets to score points. Get enough and you'll get a secret number.

Mega Amounts of Power-ups!



This head does double the damage when you need to pack a punch.

Turn into a miniature version of yourself to get into those really small places.

Get some sleep and you can get back some of your precious life.

Get three shots off for the low, low price of only pressing a button.

Use this head to grab onto walls and ceilings to give yourself a boost.

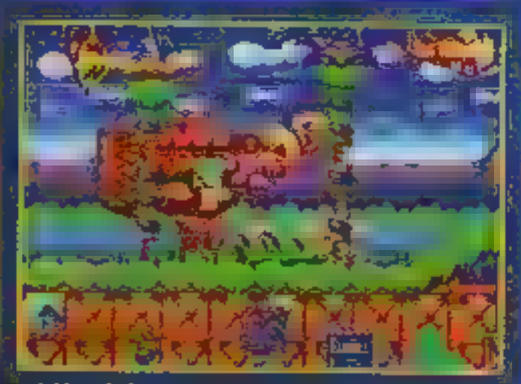
This chicken head shoots very humorously but is pretty strong.

Turn into a bi-plane and you can turn around and fire at enemies behind you.

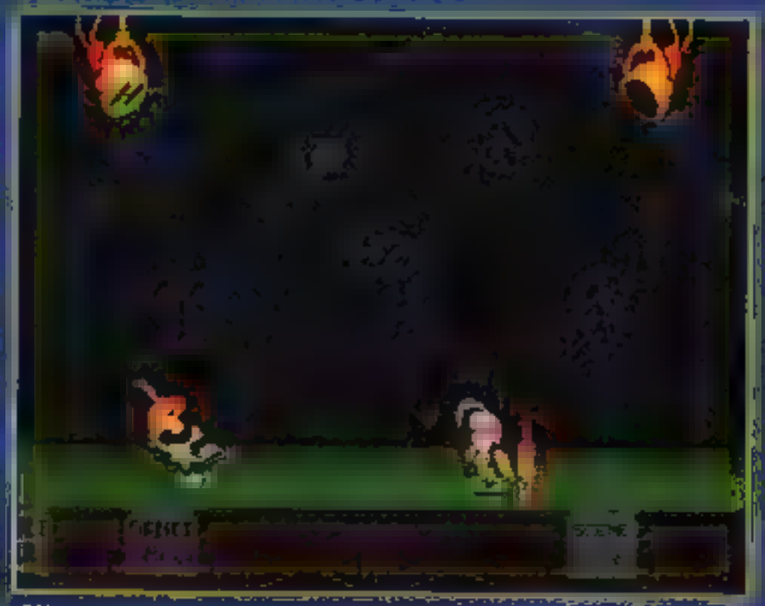
This laser is a great weapon when you need to shoot directly ahead of you.

Go through these doors and beat the skill testers.

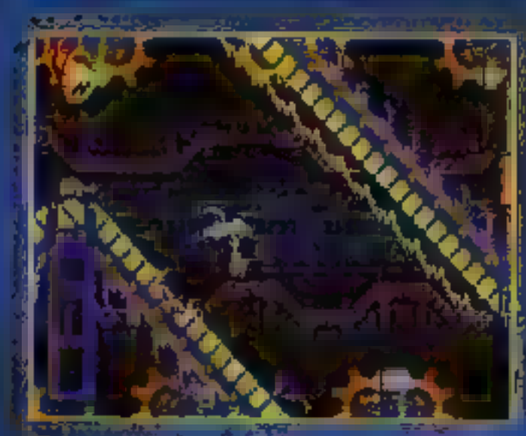
This dragon type Mid-Boss is very simple to beat.



Hit this guy lots of times to release your friends.



This girl comes out and takes the key after you beat the level Bosses. See if you can find out why she takes it.

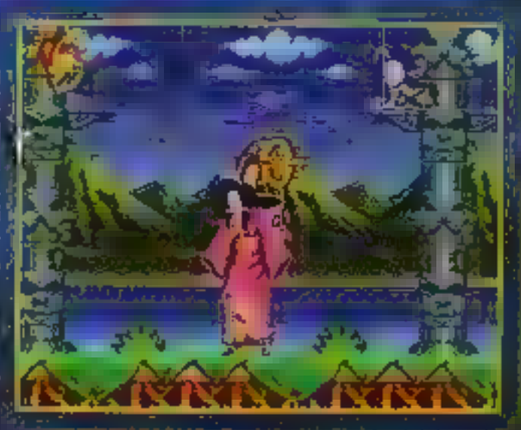


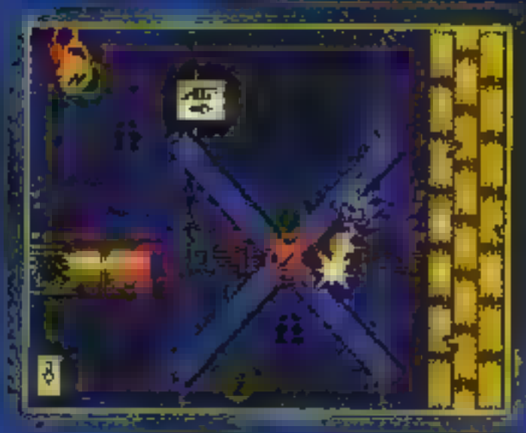
This part has a shooter mixed in with all the other exciting action, making a cool level.

This marionette Boss is pretty tough. He keeps changing clothes, each one giving him different powers. Watch the little target guy and he'll tell you what part of the puppet you need to hit next.

This end Boss is tough unless you grab the Time Stall Head and freeze him. Once he is frozen in time, gak him to death.

Keep this girl's back to your girlfriend so she can throw the keys in her big old backpack.



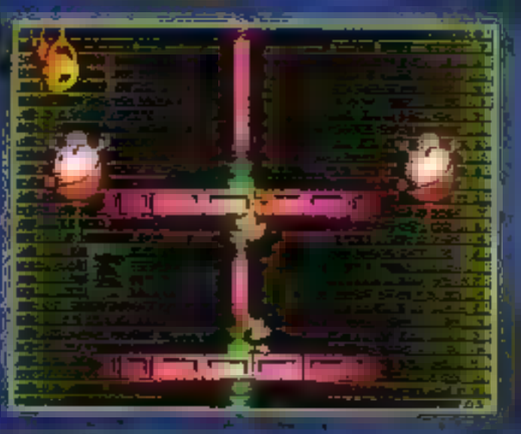


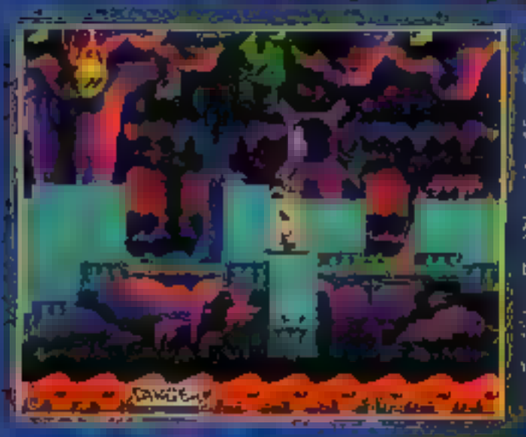
Get on this wheel and then shoot it with your head to make it revolve in the right direction.

This Boss spins the floor around, placing you on the other side of the arena. This makes it very hard to play but extremely cool looking. Hit him in the face when his arms are stuck in the ground.

The baby face Boss is easy if you keep your distance. Destroy all three forms of this Boss and you can move on.

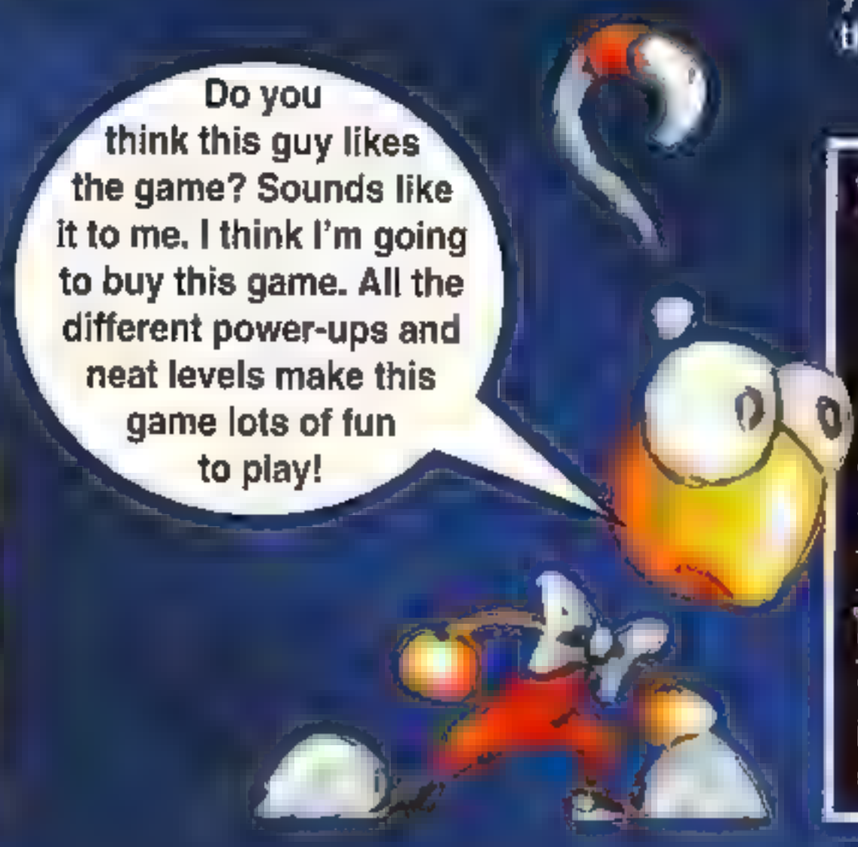
This level rotates. Spin it around like a top to find the orange head and move on up.





This stage is tricky because the floor moves in an awkward way to make you fall into the lava.

Collect all of the T's to get extra continues. You need all of the continues you can get.


Do you think this guy likes the game? Sounds like it to me. I think I'm going to buy this game. All the different power-ups and neat levels make this game lots of fun to play!

THE GOOD

This game has excellent graphics, a good soundtrack, and really cool voices. I even like the control.

THE BAD

The bad thing is I don't like having to wait for an excellent game like this to be released in stores.

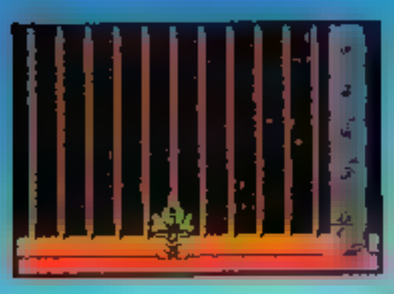
THE UGLY

Watching poor Headdy run around in terror when something scares the heebie-jeebies out of him.

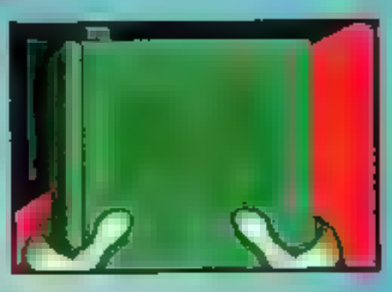
ESCAPE FROM MARS

Marvin the Martian is bored. He needs a new addition to his intergalactic Zoo. Any guesses who the new addition is? That's right, that furry little fuzzball is back, and he no longer fights for Tazmania. Now he's trying to find his way home. Taz has a few new weapons to eat and the animations are superb. This game is not for the weak-willed, however. It's one harsh trip back to Earth, and you're along for the ride!

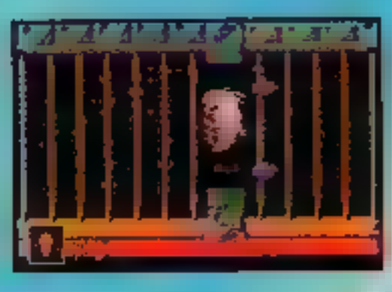
The first level puts you smack dab in the middle of the Intergalactic Zoo. Watch out, there are other animals to worry about besides tank men, large red goliaths, and other members of Marvin's lackeys.



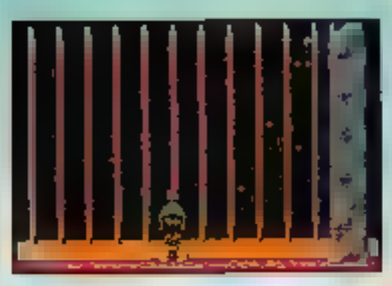
As we join Marvin the Martian, he seems to be engrossed in a book of some kind.



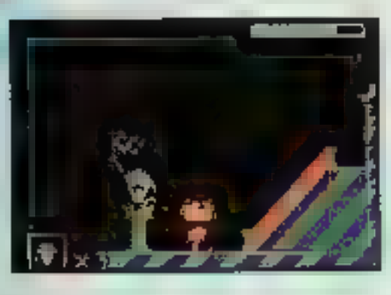
What would he be looking for in a book about rare Earth creatures? A new pet?



One of your best weapons is your spin. Use it to break walls as well as kill enemies.



Well, it seems he's found whatever he was looking for. I wonder what it was he found.

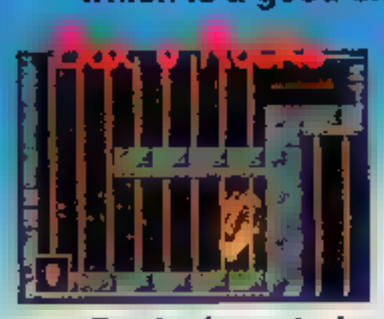


A valuable asset is the Taz statue. These are checkpoints where you will continue from.

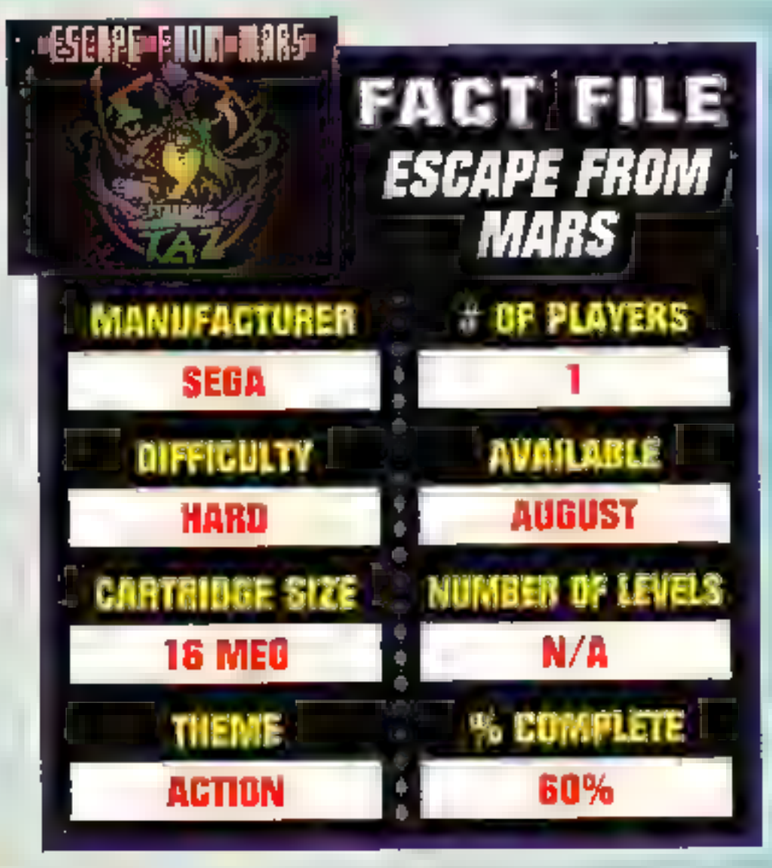
Oh no ... not him ... anything but him!!! He eats trees for goodness sake!!! That's just wrong!

You will find these glass casings from time to time. They will teleport you to different places.

He's done it now! Taz has dragon breath, which is a good short-range weapon.



Rocks have to be hard on a nervous system! A good long-range weapon.



First Aid Kit

The first aid kit will give you the most energy back. This is very helpful.

Hamburger

The hamburger will give you a small amount of energy back.

Extra Man

The Taz portrait will give you an extra man to work with. What a bonus!

Fruit

The fruit will almost always give you a good bit of energy back.

Ham

The ham has less energy than the fruit, but more than the hamburger.

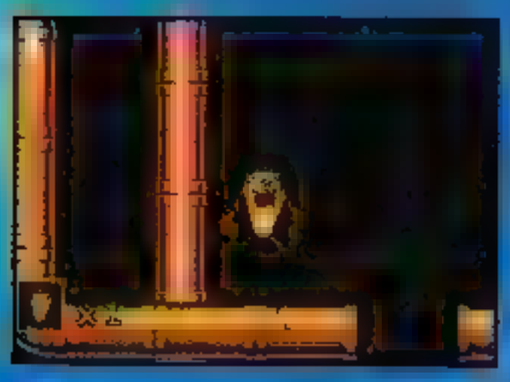
Shrink Drink

This is useless. It makes you unable to attack or pick things up.

As was said before, one of your best assets is the spin. Another good use is "wall bouncing."

Press the spin button and the jump button at the same time and move to the left or right.

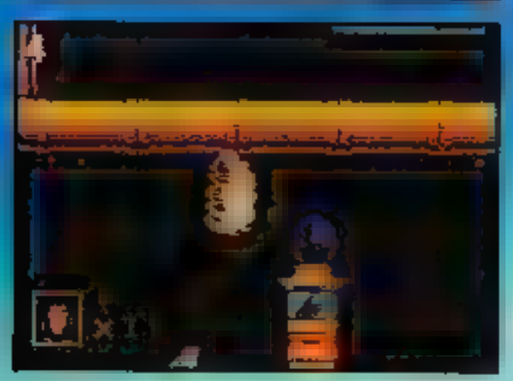
This will bounce you to the top of a smashed group of walls. From there you can move forward.



Another use for the spin besides breaking walls and killing enemies is clinging on to pipes.

Just hold down the spin button and move either left or right; the choice is usually yours.

Watch how fast you go. Sometimes you'll blur right into an enemy or a cracked pipe without even knowing.



THE GOOD

Great animations! This looks like it came straight from the Looney Tunes vault. Marvin kicks butt!

THE BAD

I have never gotten this frustrated with a game. The Level Two Boss is in a realm beyond impossible.

THE UGLY

Let's just say I hope this second Boss was a glitch. OK? 'Nuff Said!

EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...

This version is definitely cleaned up from the first. You can't exactly see the smoothness of the fire scrolls from these pictures, but you can see the textures are better in the sequel (bottom screen).

MAP : LEVEL 1

This is one-third of a map of Level One. The red circles indicate points of importance. There is a box o' rocks, a hamburger, a turkey, and last but not least, a first aid kit. These will help immensely in the later levels against the Boss, who will take a bit of playing to get his pattern down.

GENESIS

BOOGERMAN™

A PICK AND FLICK ADVENTURE™

FACT FILE

BOOGERMAN

MANUFACTURER	# OF PLAYERS
INTERPLAY	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOVEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	20+
THEME	**% COMPLETE**
ACTION	25%

THE GOOD

A game about bodily functions? That's a pretty cool idea, as opposed to gory violence.

THE BAD

I sure hope the control is improved before the finished version hits the stores.

THE UGLY

The expressions of joy as Boogerman releases some really wretched fumes.

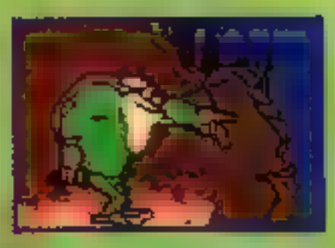
He's green, not-so-lean, and a booger machine. Boogerman is headed your way, so ready yourself for some serious mucus launching with the world's most disgusting video game hero of all time—Boogerman!

Bound from mucus hill to mucus hill, defeating even more disgusting nasties with your deadly functions of digestion, collecting hot peppers and plungers along the way!

This, um, interesting game features a multitude of levels and dangers that our Man of Mucus must face Just try not to get hit or Boogerman will dissolve into a pile of nasal membranes—but that's another story.

Bodily Functions

These are Boogerman's basic nasty bashing attacks.



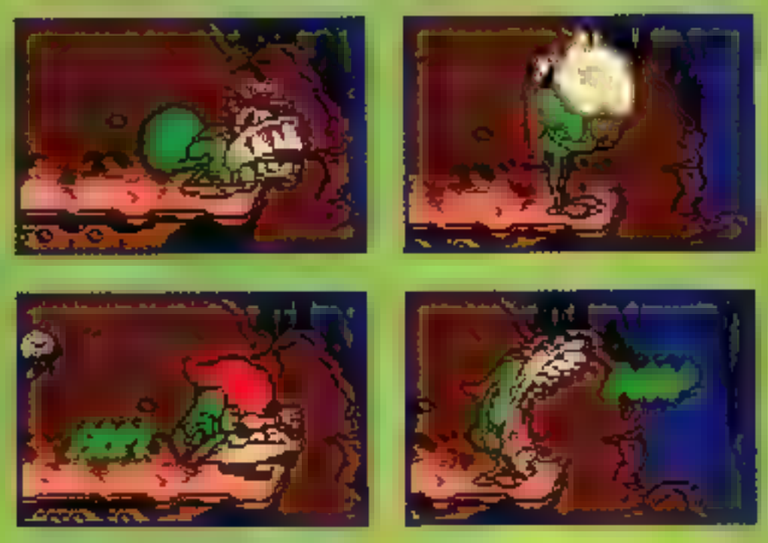
Confront those nasties with your ever-trusty mucus material in projectile form. Ready .. aim ... flick!

Are the terrible manners of the bad guys making you upset? Respond with a lesson in sophistication: belch.

Flatulatory releases are one of Boogerman's most devastating weapons. Toxic fumes of destruction !

Booger POWER!

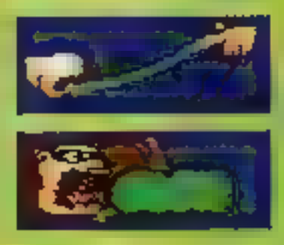
Need to really power-up? Boogerman can charge his gas-powered attacks!



Fire POWER

Grab some pyro-power with this pepper icon!

Keep track of your remaining snot-powered throwing ammo. Make sure you know the gaseous potential of your intestines.



Snot Balls

Snag some of these when the booger supply gets low. Kinda gross if you think about it.

Pan-o-Snot

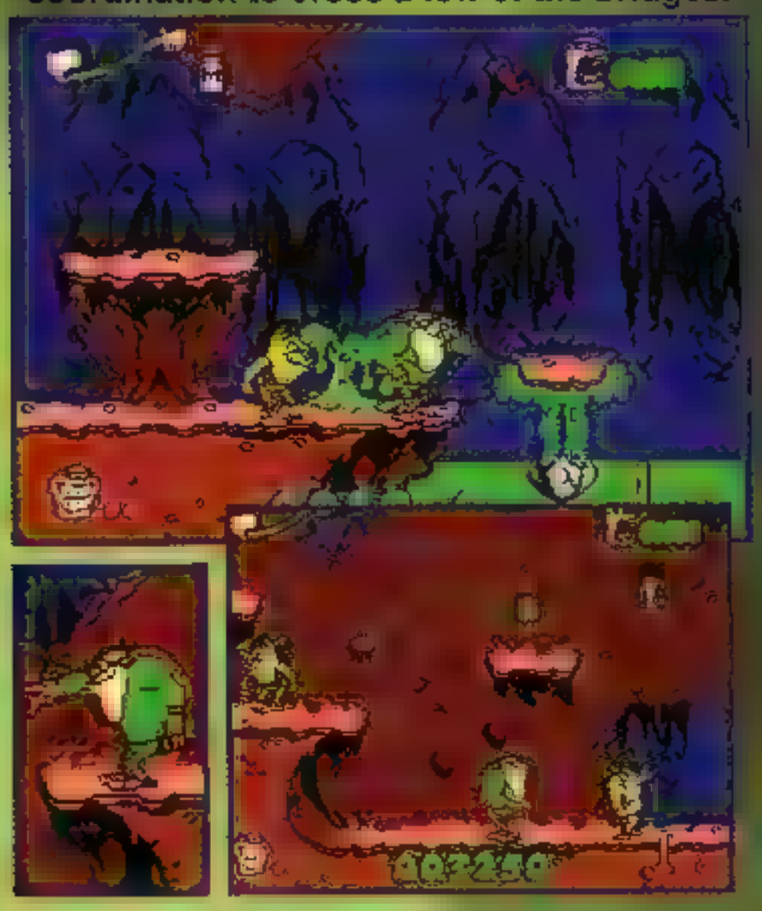
Grab these for long-range firing.

Toilet Fun

Collect the plungers for fun and pts.

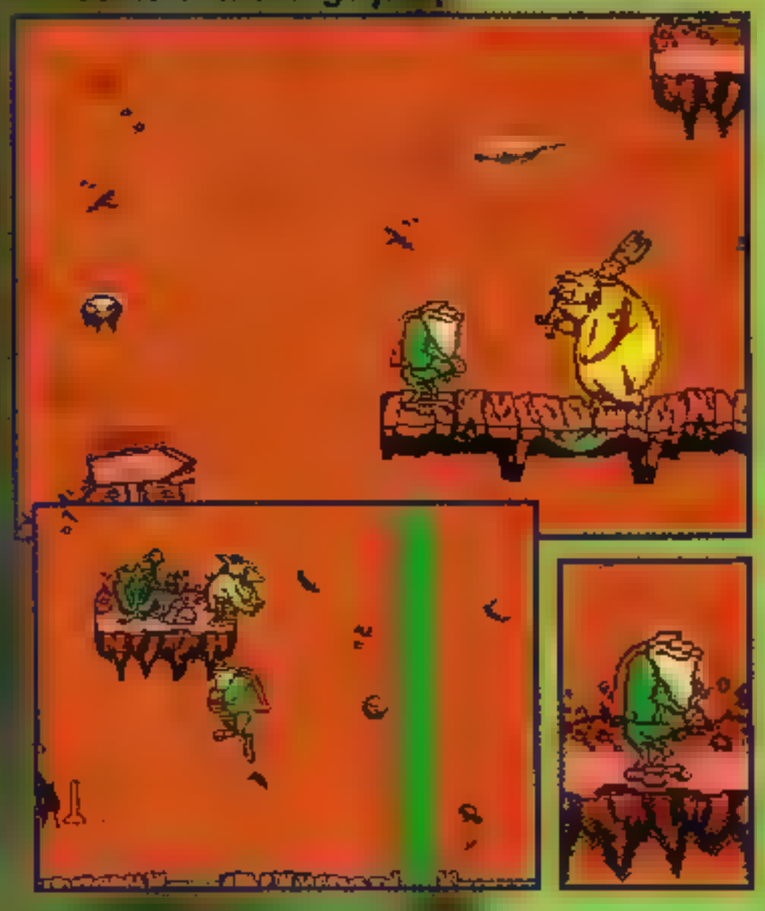
LEVEL 1

Be prepared for some controller coordination to cross a few of the bridges.



LEVEL 2

Avoid the enemies and try not to miss some of the large jumps in this level.

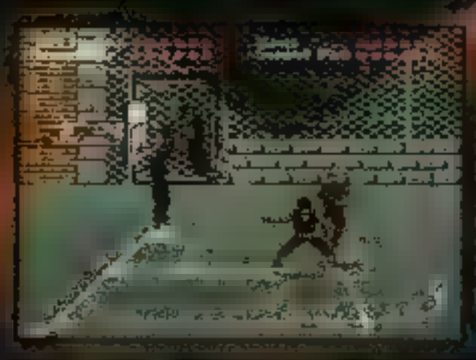


Quit *crying*
about getting **hacked,**

or how your
shoes ***hurt,***

or how you
can't **shoot**
outdoors.

Just ***shut up***
and **jam.**



SHUT UP AND JAM! The only basketball game endorsed by Charles Barkley.
Coming soon for the Sega™ Genesis™ and Super Nintendo® Entertainment Systems.

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SPORT
ACCOLADE

Get *in* The Game.™

FACT FILE

SOUL STAR

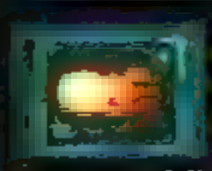
MANUFACTURER	# OF PLAYERS
CORE	1
DIFFICULTY	AVAILABLE
MODERATE	SEPTEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	26
THEME	% COMPLETE
SHOOTER	70%

KNOW THE POWER OF YOUR SHIP

POWER-UP WITH WEAPONRY

LASER CANNON

Your basic weapon.



FIRE CANNON

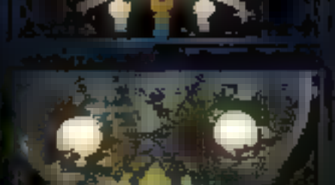
Waves of fire.

RING CANNON

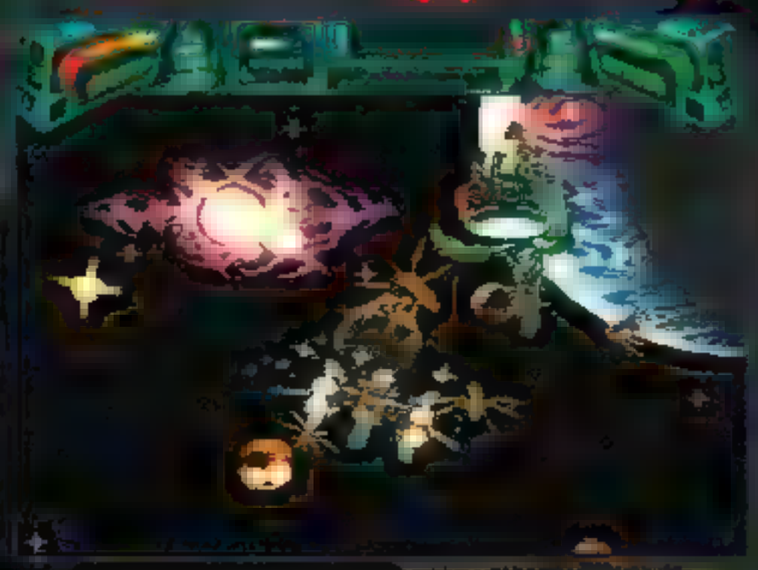
Rings of damage.

POWER MISSILES

Kill 'em all with this.

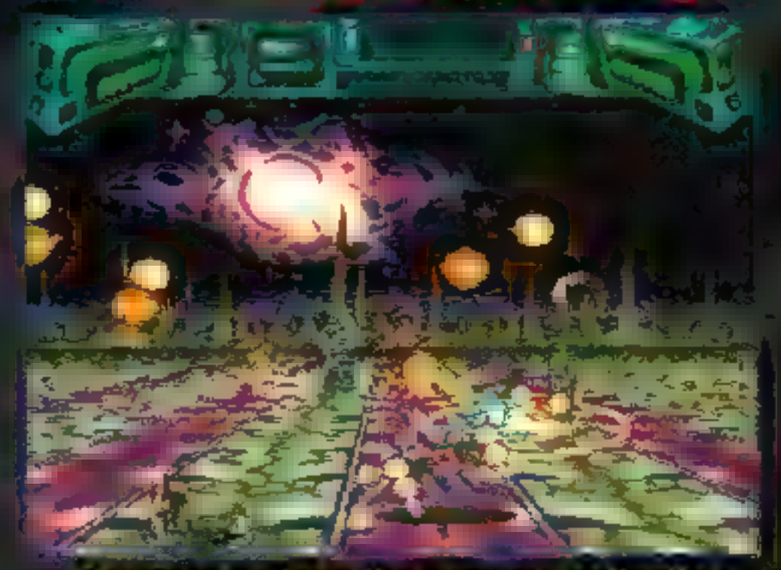


STAGE 1 : Approach



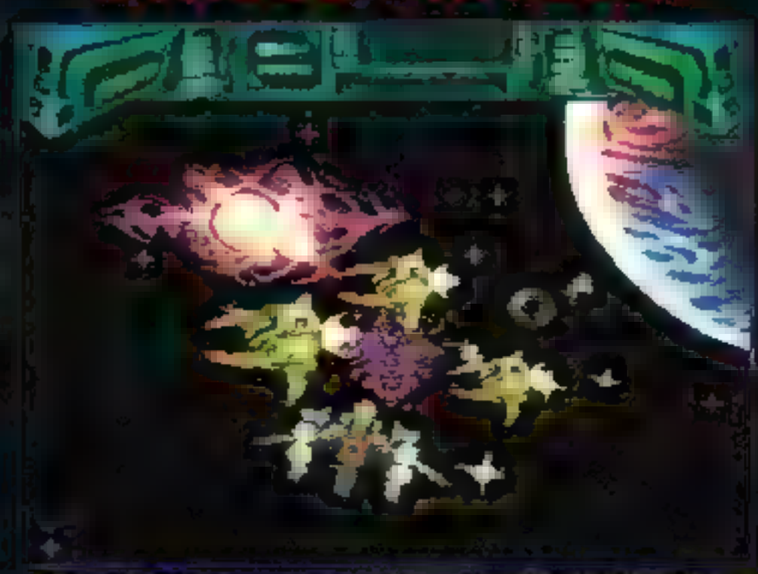
Gak the nasties as you approach the beginning of your starborn quest.

STAGE 2 : Runway



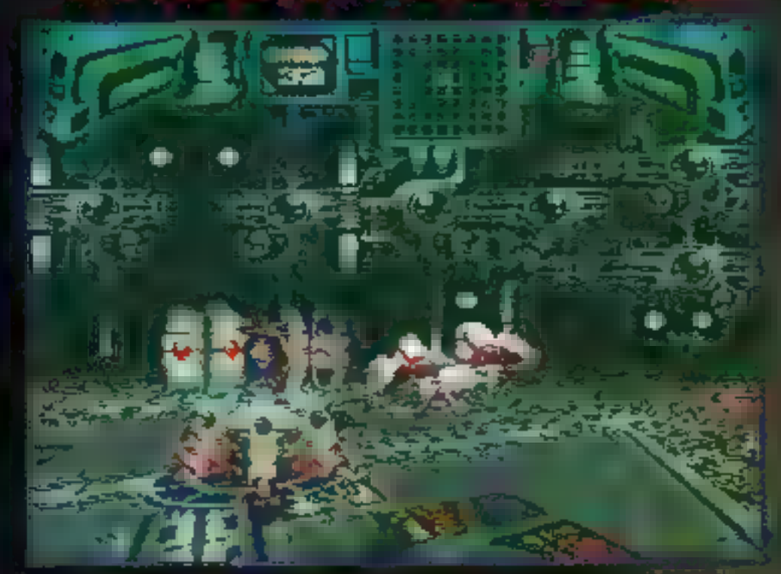
Accelerate along the runway, collecting power-ups as you speed ahead.

STAGE 3 : Assault



Fend off some enemies who look like they escaped from Wing Commander.

STAGE 4 : Base Blitz

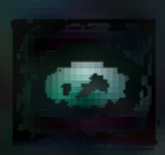


Awesome free-rotation stage. Take out the main generator Boss.

FLY THROUGH THE POWER RINGS

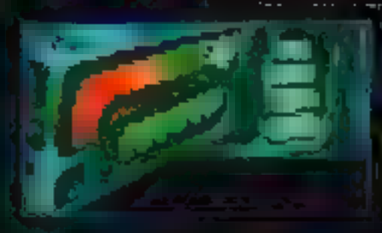
These can be found by shooting power-up orbs (pictured above left), or they occasionally appear free floating.

Red rings increase the power of the charge weapon you are currently using.



Blue rings add to your storage of missiles by five. These are a handy aid to enemy killing.

Green rings add a small portion back to your life bar. Keep your eye out for these.



WANNA LIVE?

Your damage is in the upper left-hand side of the screen!

Blast your way through scores of floating, zooming, screeching, and buzzing enemies in Soul Star. You pilot your upgradeable craft, seeking the power-up rings to enhance the destructive power of your fighter.

Soul Star is in very many respects like StarFox, and is a better game for it. It offers more of a challenge for shooter fans and the levels are really a sight to behold. The sheer challenge of the game is compounded by the swarms of enemies that constantly attack and the ever-changing backgrounds that are interactive. Soul Star is a definite must-see game you won't want to miss.

THE GOOD

Wow! The graphic engine for this game is excellent with a capital E. Play is exciting—a great shooter.

THE BAD

As with all Sega CD games, the colors are indistinct, and the graphics can be confusing to view.

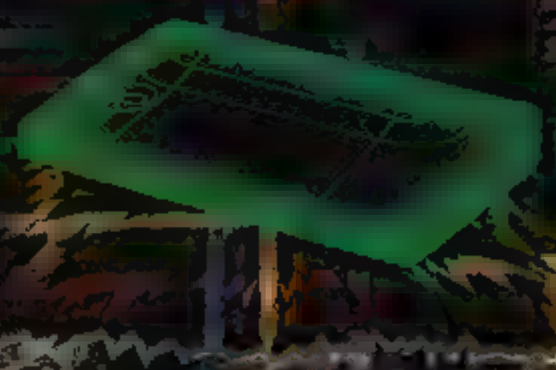
THE UGLY

The redness of your eyes after trying to focus on the screen for too long. This one's an eye-killer.

SOULSTAR

SEGA
238,900 miles
TAZ
IN ESCAPE FROM MARS
Busting loose this August on SEGA Genesis and this October on Game Gear !

NEO·GEO



TOP HUNTER

FACT FILE

TOP HUNTER

MANUFACTURER	# OF PLAYERS
SNK	1 OR 2
DIFFICULTY	**AVAILABLE**
EASY	JULY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
110 MEG	5
THEME	**% COMPLETE**
ADVENTURE	100%

Great danger is close at hand—space pirates have arrived and plan on taking over the star system. Being the best top hunters, you were ordered to get rid of the space pirates who have taken over some of the planets nearby. Beware, many traps and especially space pirate contraptions are awaiting your arrival. At the end of the stages Bosses with immense machines will stop at nothing to end your hunt. The best chance of survival and getting rid of these pests is to use your variety of hunter assaults, some of which you have to figure out how to use. SNK has done it again. With great graphics and excellent sound effects, Top Hunter definitely will be one of the best action games you'll see all year!

THE GOOD

Top Hunter has some awesome attacks, which have been taken from SNK games. Cool!

THE BAD

I wish the levels could have been longer, because this game was too easy for my blood.

THE UGLY

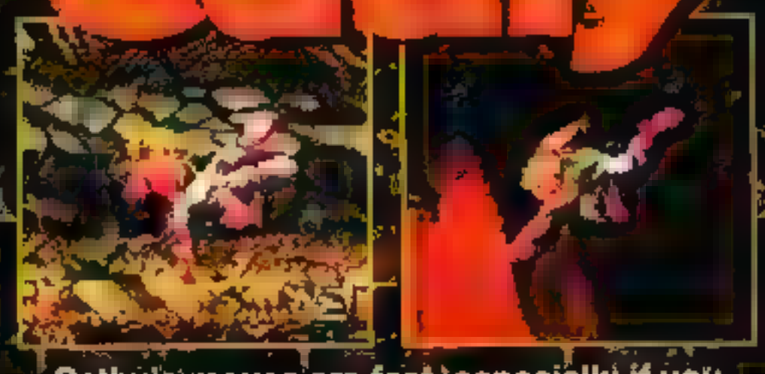
Why do the minions of the Bosses have big heads? It's probably some disease.

Roddy

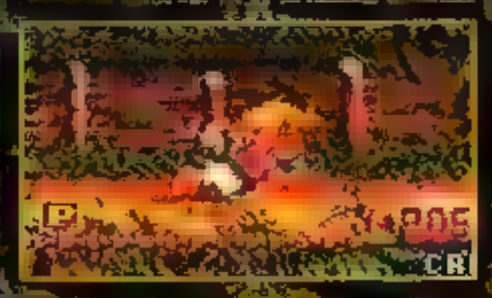
Use your basic moves to get rid of the small enemies walking around.

Here's a fast way to get rid of your enemies: knock 'em off their feet.

Cathy



Cathy's moves are fast, especially if you know how to use them correctly.



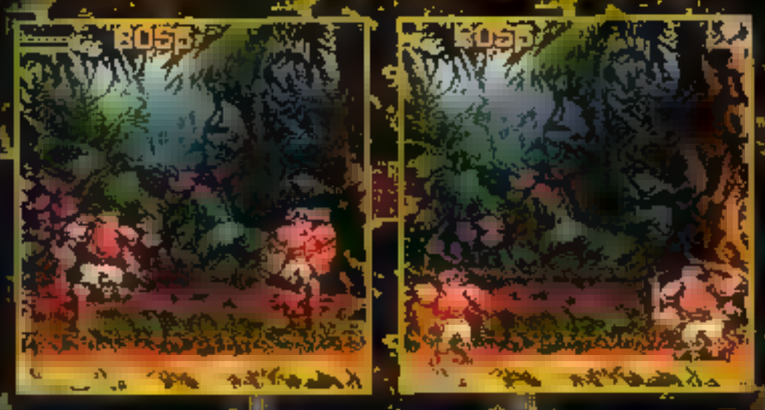
The slide move is like Roddy's ... quite effective.

HIDDEN MOVES

Roddy can be extremely deadly if you're able to find his hidden moves. Fighting off the Bosses is a breeze; try using fireballs from a distance.

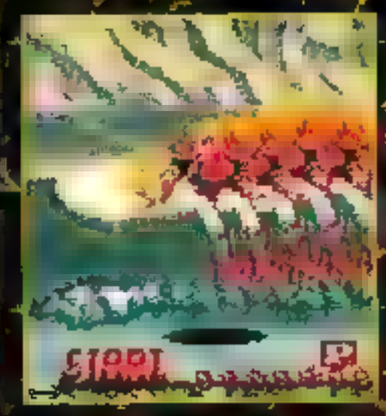
To find power icons, look out for the flashing enemies. They hold the power icons. Hit them to unveil the icon. Pick it up and really feel the power of your moves. Try using your hidden moves as well.

DUAL PLAYING GROUND

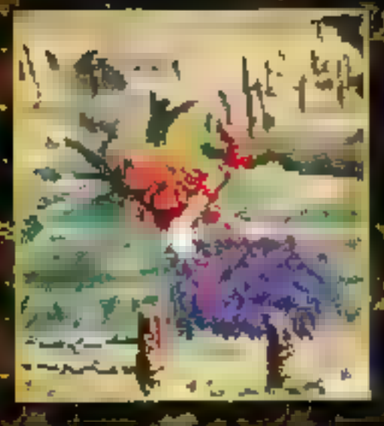


Double the fun by jumping from the foreground to the background.

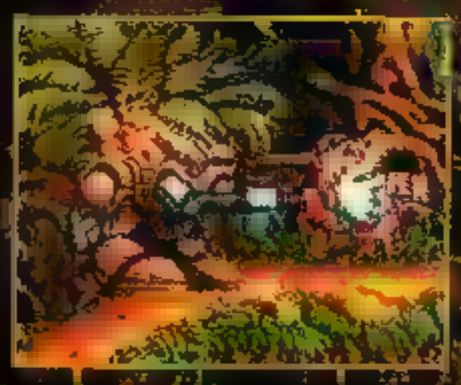
HIDDEN MOVES



Some of Cathy's hidden moves are from previous SNK games. They're vicious in damaging enemies. Find them to destroy the final Bosses.



PICK UP USEFUL ITEMS ON THE WAY

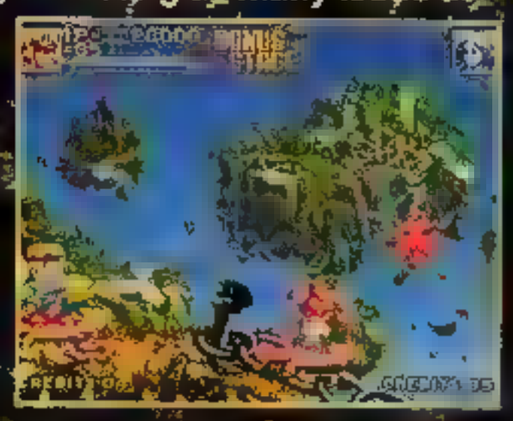


Jump in the Robo Beagle and chase down your enemies. Grab and throw them to their deaths.

Pick up these icons. Some allow you to have more time on the board, and some replenish your Life Meter.

BONUS GAME!

Try to hit every obstacle—it may contain a hidden entryway where you can enter a bonus stage. In the bonus stage, ride on a skateboard, collecting as many icons as you can jump on while avoiding enemies who come at you from every angle.



FIRE PLANET

The temperature has gone up in these caverns. Find your way through the lava and fire-filled caverns while getting rid of the pesky enemies coming from the depths.

Watch out for wandering enemies.

Get away from the flames that shoot out.

FOREST PLANET

Go through the dangerous jungle of the Forest Planet. Look out for enemies who are hiding above.

Look up. Find hidden items hiding high in the trees.

Jump to the background to avoid incoming enemies!

ICE PLANET

Oh boy! It's very slippery around here. In this level, watch out for rolling snowballs and traps.

Get ready to approach the enemies on the bridge.

Watch out for the ice columns in the water.

WIND PLANET

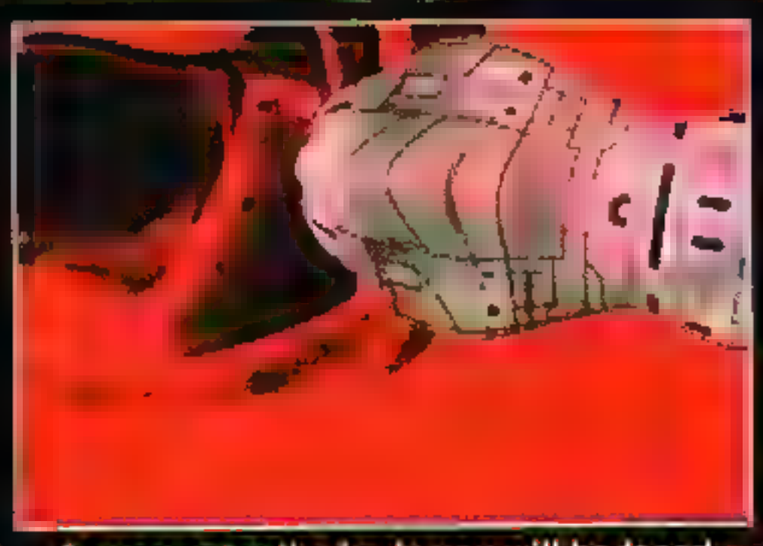
Here, you face enemies flying above while parachuters drop on top of you to assist the ground troops. Watch out for the pirates' wind contraptions in this level.

Face the space pirates on the chain bridge.

Get a grip! Fight off the flying machines.

3DO

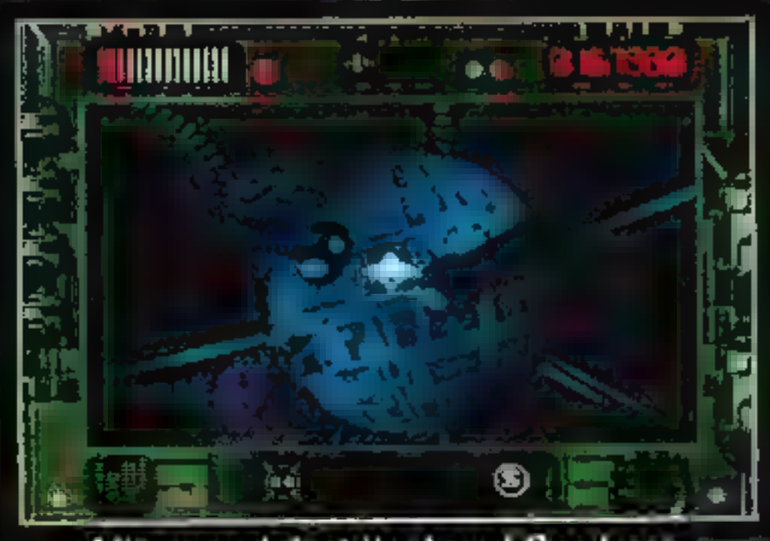
MICROCOSM



As you enter the body you will be faced with considerable challenges.

LEVEL 1

In the first mission you will enter the left arm and travel through the Cephalic Vein as you clear the enemies in that area.



After you defeat the Level One boss, you will enter this pod to change ships.

FACT FILE

MICROCOSM

MANUFACTURER	# OF PLAYERS
PSYGNOSIS	1
DIFFICULTY	**AVAILABLE**
MODERATE	JULY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	3
THEME	**% COMPLETE**
ADVENTURE	80%

The year is 2051 and life is hard on the planet Bodor. 82 percent of the population are packed onto two percent of the landmass and poverty, disease, and crime run rampant. Two corporations are in a constant battle for position, each trying to achieve Corp 1 status. Cybertech now has Corp 1 status and has gotten there by killing the president of the number two company, Axiom. They now have a new president that is willing to use any means to regain the number one spot. They devise a plan using the very latest technology to shrink down assassins so they can enter the human body. Now you must go in and try to stop the destruction of the president.

THE GOOD

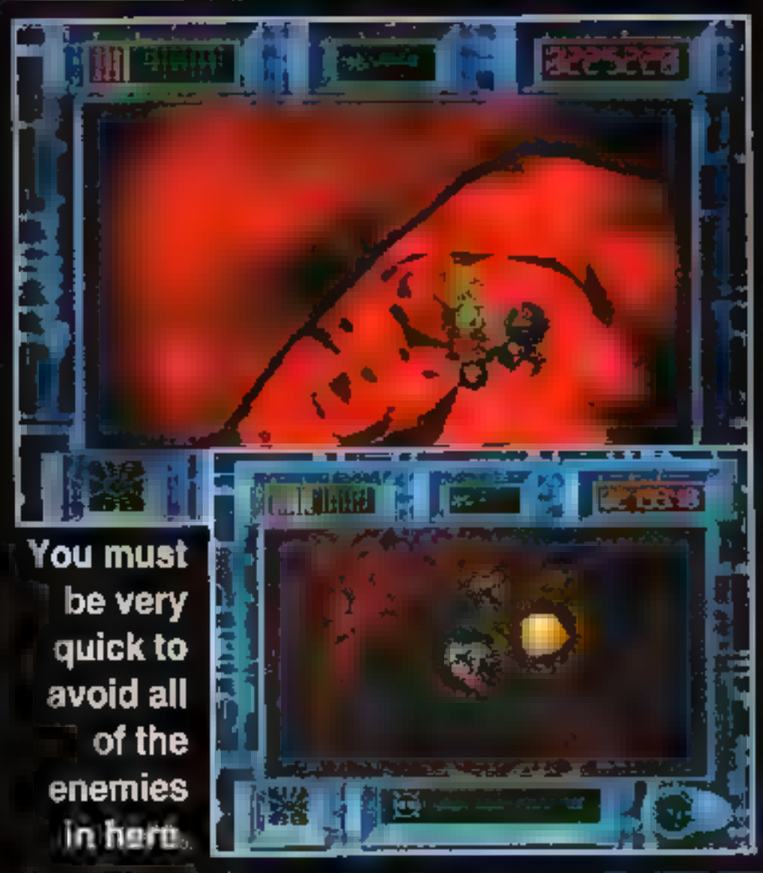
The story line and the cinemas are really cool and the graphics are excellent too.

THE BAD

I don't like the fact that you can't control your flight path, all you really do is shoot.

THE UGLY

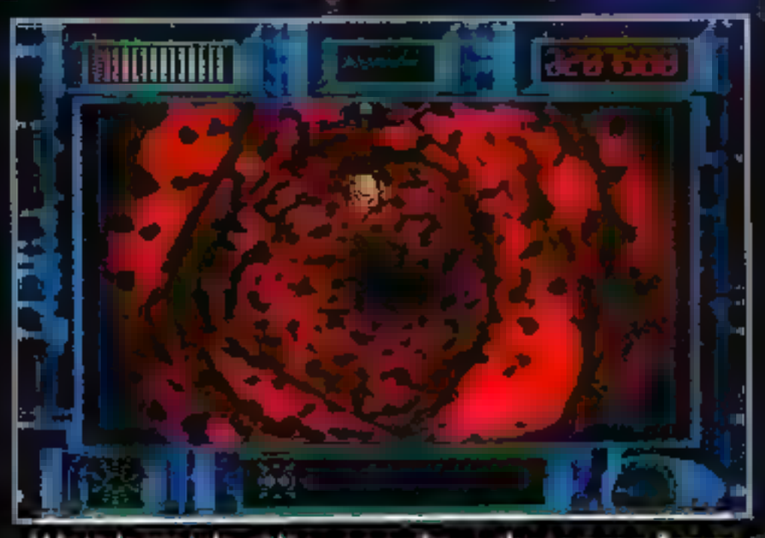
The bad guys in the game will hit you as they come onto the screen before you can even see them.



You must be very quick to avoid all of the enemies in here.

LEVEL 2

Now you are using a Hunter-Killer to clear the bad guys from the lungs.



Watch out for the enemies who come from behind—they are really fast.

You can find power-ups in the levels to get better weapons.

REVENGE IS SWEET...
THEY AREN'T!!
Fight or Die!
BASED ON A TRUE STORY!
REVENGERS OF VENGEANCE
STARRING:
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BARKO
FUCHIDA
MAGNUS
ORGANA
PSYBART
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JOIN THEM ON A HEART-STOPPING ADVENTURE TO A FANTASTIC AND VIOLENT WORLD WITH LIMB-TEARING, FIST-THROWING, HAND-TO-HAND COMBAT ACTION AND
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WARNING: SOME SCENES MAY BE TOO INTENSE FOR THOSE WHO DO NOT SEEK VENGEANCE.
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CD-I

DRAGON'S LAIR

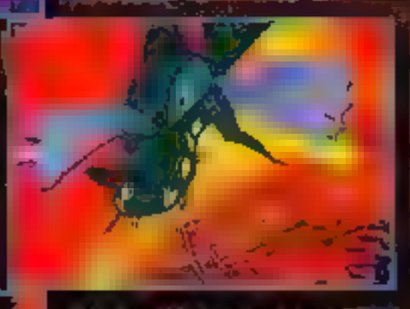
FACT FILE
DRAGON'S LAIR

MANUFACTURER	# OF PLAYERS
PHILIPS	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOW
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	N/A
THEME	**% COMPLETE**
ADVENTURE	100%

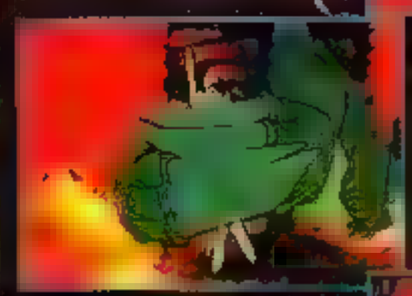
Eleven years ago, video game manufacturers were experimenting with the possibilities of laser disk games. One of the first to be released, and certainly the most remarkable of those laser disk games was Dragon's Lair. Dragon's Lair is an epic story of a bumbling knight on a quest to rescue his fair princess from the clutches of a fire-breathing dragon, appropriately named Singe. Your goal is to survive a long and tedious journey through a castle which is loaded with numerous pitfalls and traps. Dragon's Lair plays more like a movie than it does a video game, and the animation is equal if not better to a Saturday morning cartoon. It may take you a little while to get used to the way the game controls, but be warned—once you do, the game becomes very addictive! Good luck.

DIRK THE DARING

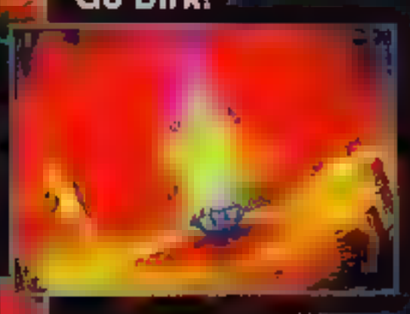
Singe has captured the voluptuous Princess Daphne and it's up to you to save the day!



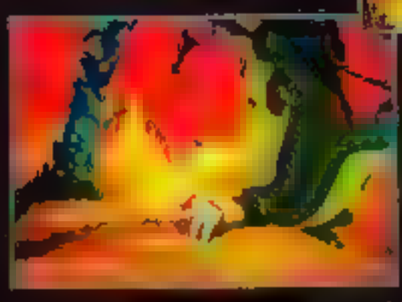
When you first encounter Singe, listen to the princess for tips on how to defeat him.



He will try many times to stop you from making it out of the castle alive! Go Dirk!

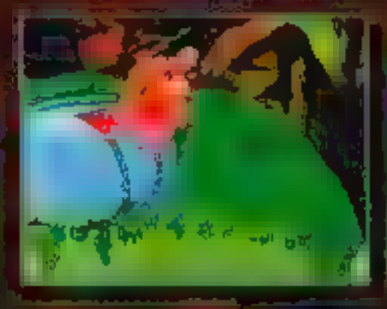


If you plan on defeating the mighty dragon, you'll need to grab the magic sword.



When Singe is defenseless, grab the sword and thrust it deep into his chest!

OUR FEARLESS LEADER



THE GOOD

This is the best adaptation of an arcade game ever! Graphics and animation are superb. Excellent!

THE BAD

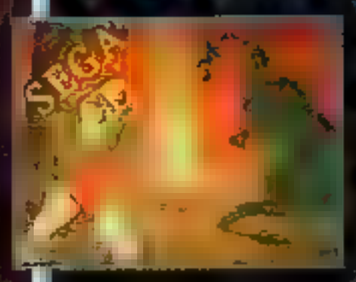
Now that I've got Dragon's Lair fever, I can't wait until they bring out Dragon's Lair 2: Time Warp.

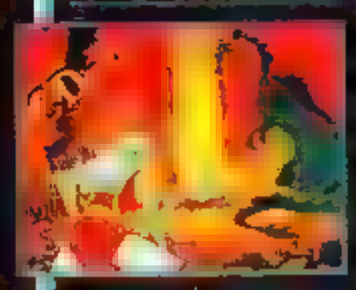
THE UGLY

The 3DO and Sega CD versions don't compare to this one. This one will definitely be worth the wait!

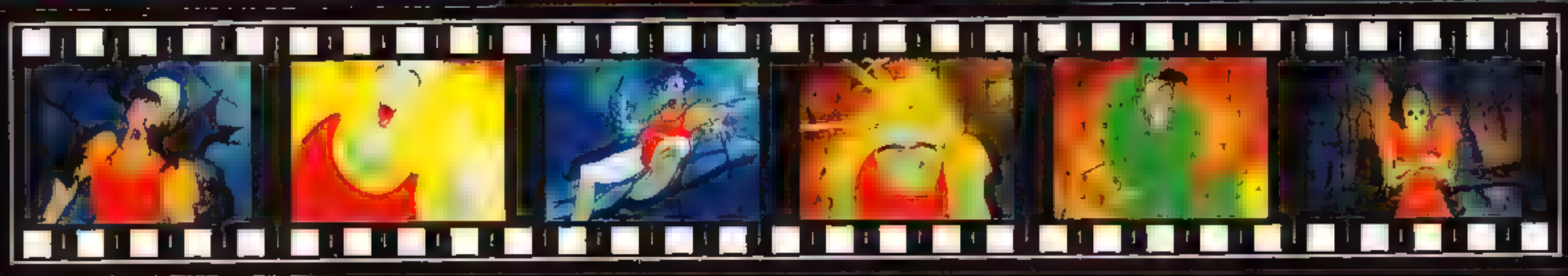
EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...





This is the third time Dragon's Lair has been released for a home CD-based system. It is also the best version so far! The Sega CD version suffers from lack of control and grainy graphics. The 3DO version has good control, but the graphics and the sound just can't match up to the incredible job that was done on the CD-i. Thumbs up!



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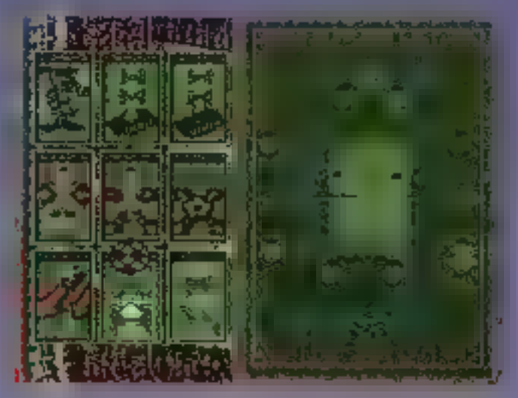
Instant Replay with VCR-like control shows you the great goal you just scored!

Choose from your roster of players to substitute when one of your team members is injured.



This game has lots of options! Customize your team and formations so you can take on the world's best.

U.S. GOLD

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Available for Sega™ Genesis™, Game Gear™, Sega CD™, Super Nintendo Entertainment System® PC CD-ROM.
* Sega Game Gear uses passwords instead of battery back-up
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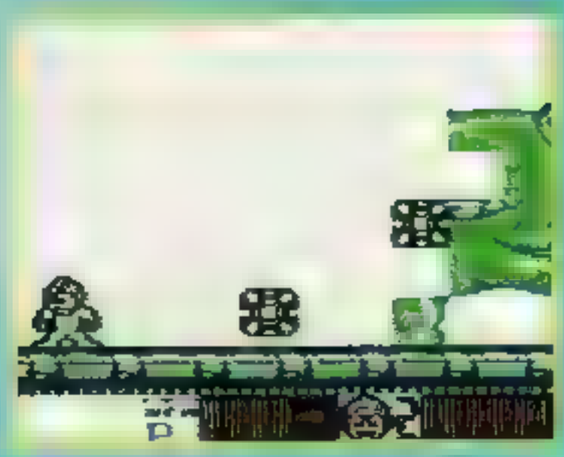
MEGA MAN V

Mega Man is as cool as ever in his newest installment for the GB series. This being the fifth installment you might think it is getting a little repetitive, but that's where you would be wrong. Mega Man V has a whole new cast of robots to put your blaster to the test. In fact, they are so strong that Dr. Light has to build you another blaster just so you can do damage to them. This sequel even has money, or PC points, which allow you to buy new power-ups from Dr. Light. If you have a Super Game Boy, the game switches color every stage, giving an effect of almost 8-Bit quality.

This Boss returns from the very first Mega Man. He'll shoot at you and then his body parts will fly at you. Dodge them and hit his eye to waste him for good!



BOSS

THE GOOD

The graphics are like 8-Bit and if you have an SGB, look forward to a visual treat.

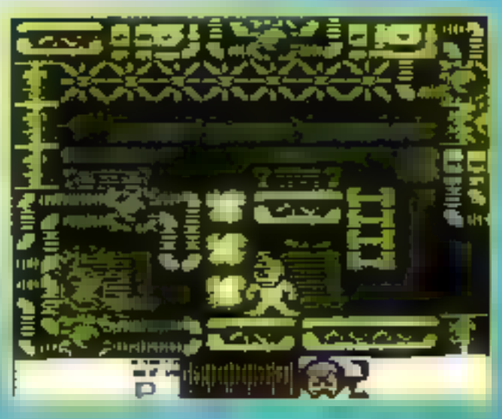
THE BAD

The game moves a bit slower than normal Mega Mans, but that is understandable on a GB.

THE UGLY

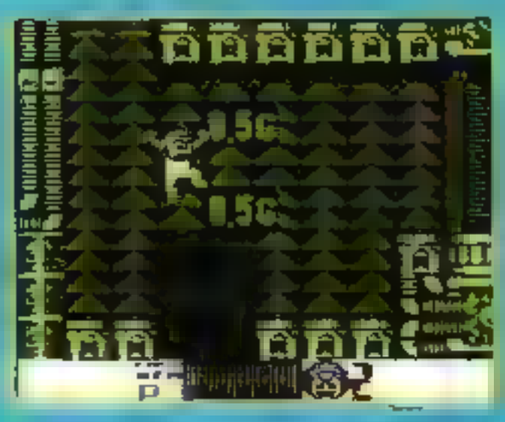
My nails after biting them to the bone from the action and thinking involved in this game.

Capcom has even made a vibrant border for this game if you are fortunate enough to own a SGB.



If you find all four of these jewels, Dr. Light will build you an item to reduce your power usage.

In this level, there are spots where the gravity is messed up. You'll either jump higher or lower.



FACT FILE

MEGA MAN V

MANUFACTURER	# OF PLAYERS
CAPCOM	1
DIFFICULTY	AVAILABLE
MODERATE	AUGUST
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	13
THEME	% COMPLETE
ACTION	100%

This is Dr. Light's lab where you can buy new power-ups using the PC points that you pick up.

EIGHT NEW BOSSES TO PLAY WITH!

These new Bosses are as hard as ever. Don't let their cool look distract you even for a second. They have excellent special abilities. All named according to the planets, these guys are totally powerful.

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ELECTRONIC GAMING MONTHLY
EDITORS' CHOICE GOLD

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- GAMEPRO

GAME PLAYERS ULTIMATE

"Lufia is up there with the best of 'em."
- VIDEO GAMES

"I recommend this RPG...for both beginners and masters alike."
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DYNAMITE HEADDY

FACT FILE
DYNAMITE HEADDY

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	**AVAILABLE**
MODERATE	SEPTEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
4 MEG	5
THEME	**% COMPLETE**
ACTION	75%

Move over Sonic! Dynamite Headdy from Treasure Software is about to make you re-think how you feel about action games on your Game Gear! This game is totally unique in the way it looks and plays. What makes it so different from other action games is that the levels are not set up with any pattern to them. Some levels have Mid-Bosses as well as the final Boss while others just have one. Along your way you'll find special power-up "heads" that give you temporary powers such as the vacuum, pig, hammer, and sleeping heads. Prepare to butt heads!

THE GOOD

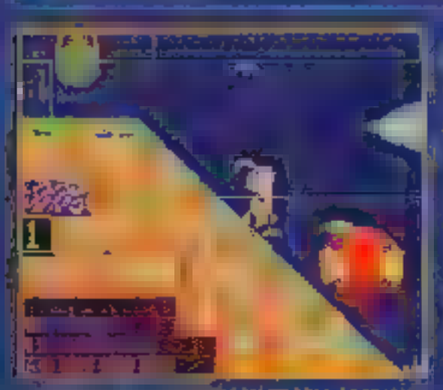
This game really holds up to its big brother's masterpiece standard.

THE BAD

The what? This game is a blast. It could have been longer, though.

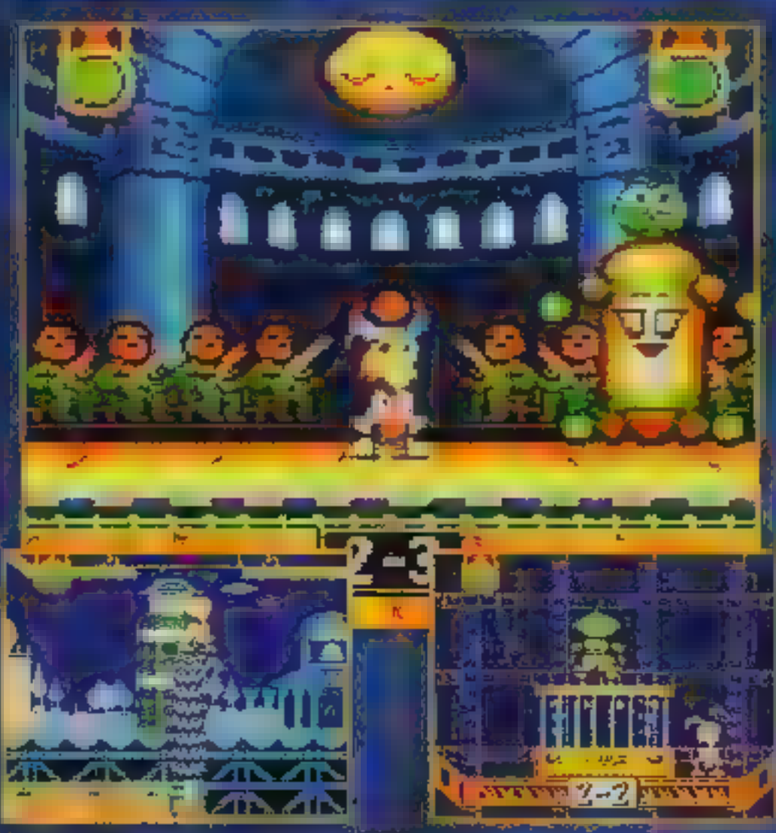
THE UGLY

Most of the Bosses in this game. Truly bizarre!

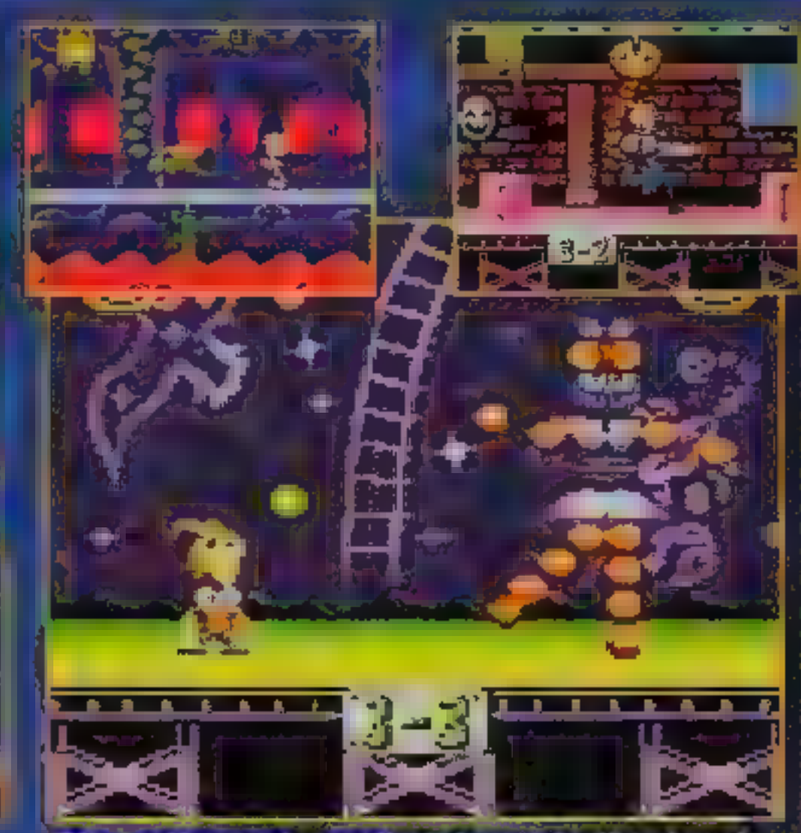


In Level Two, hit the icon above your head in this spot. It'll release a ball that will squash anything in its path.

The first level in this game is pure speed. Use your noggin to smash your way through the poles that are in your path. Beware of the enemy airplanes that try to take you out from above. Just be sure to jump in time when they drop their bombs on you, and you'll live to fight another day.



In Level Two, bash your way through enemy territory as you collect hammer and pig nose power-ups. Enter the concert hall and face the end level Boss!



The action gets really intense in this level. Take on the snake and the floating knight helmet. Fight for your life as a giant arm grabs you and takes you for a ride.

THE TOWER AWAITS!

Danger lurks in every step you take.

Power-ups a Headdy could love!

Regain your energy by sleeping!

16 CHARACTERS! UNFORTUNATELY FOR YOU

THAT'S 32 FISTS AND FEET TO DEAL WITH!

SUPER NINTENDO ENTERTAINMENT SYSTEM

LICENSED BY Nintendo

TAKARA
Video Game Division

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Takara video game support is now available in the Video Game Publishers Forum on CompuServe. Type GO "TAKARA" to access this area 24 hours a day.

SHINING FORCE 2
The Sword of Hajya

Game Gear role-players listen up! You've heard about the successful Shining Force series on the Genesis before, but because you didn't have one you probably thought, "I can beat one of those games in a day." Well guys, your list of excuses has just ended because the Force is back in Shining Force 2: The Sword of Hajya. This time around our unconscious hero, brought to the town of Cypress, helps in their struggles to bring peace back to land against the evil forces of Iom. SF2 (You know which one!) is a great mix of strategy and role-playing action.

THE GOOD

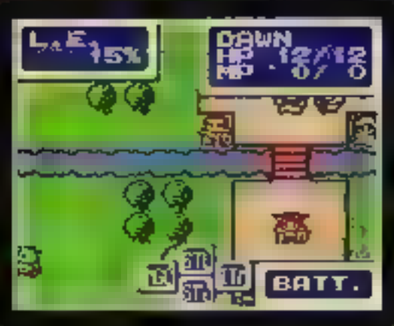
An addictive story line and game play make this cart a treat for RPG fans.

THE BAD

The random chances in which you (and the enemy) get to escape or attack more than once.

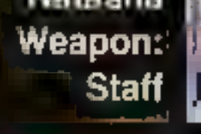
THE UGLY

How cute everyone appears to be in this game!

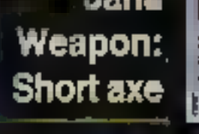


When attacking with your magic, items, or weapons remember each fighter's strengths and weaknesses.

Meet the cast of the Force:

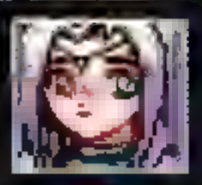


Hero
Weapon:
Sword



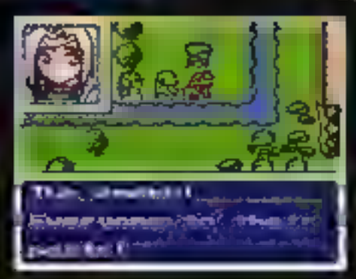
Luke
Weapon:
Gloves

Natasha
Weapon:
Staff



Jaha
Weapon:
Short axe

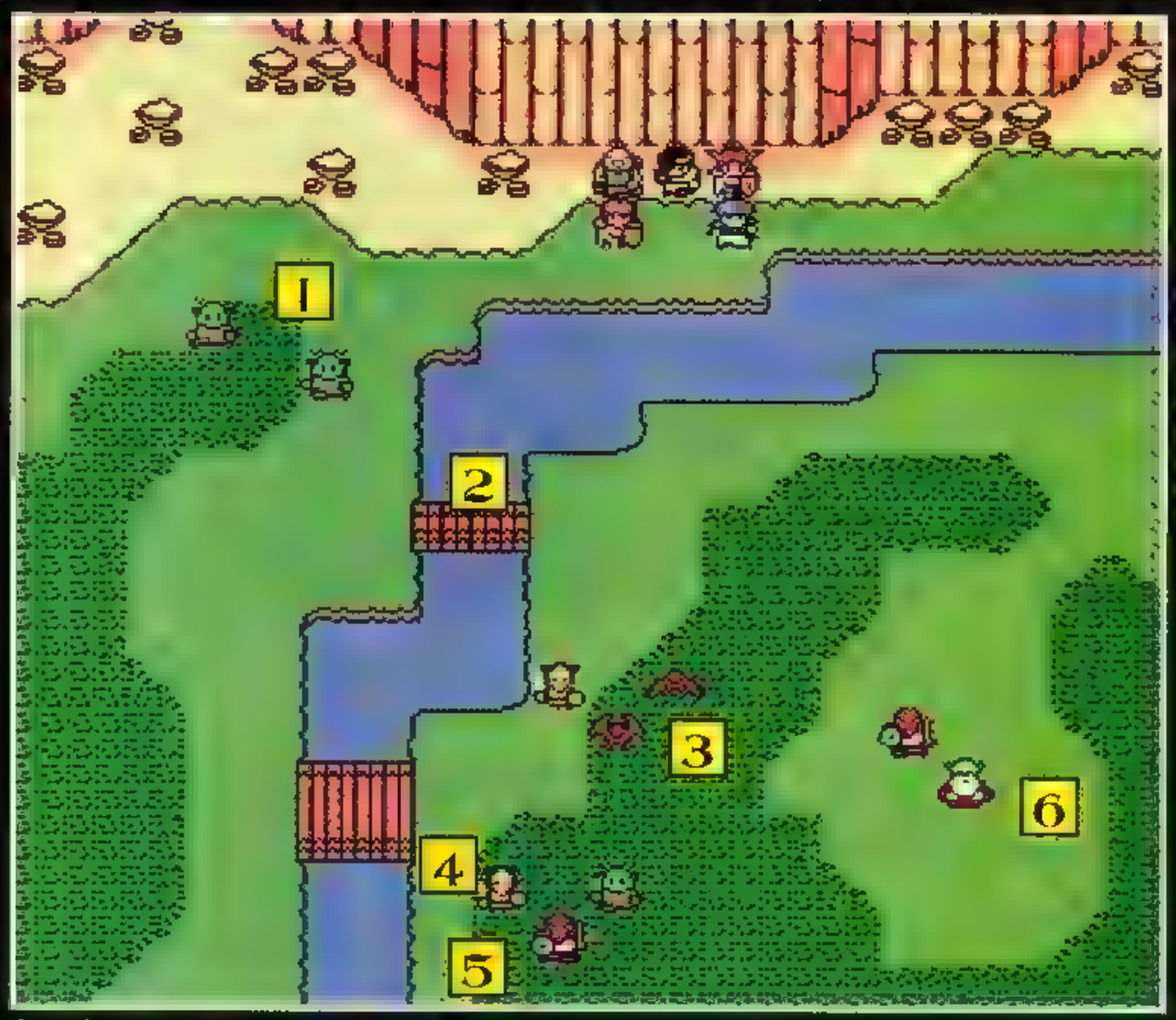
Dawn
Weapon:
Javelin



Defend the castle!

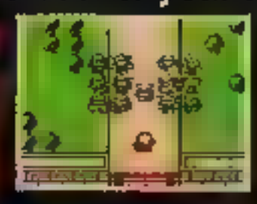
Eric
Weapon:
Spear

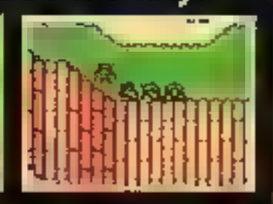
The Battle Below the Cliff



Here is a map of Level 1-2. Your first goal is to take out the two goblins (1) on your right. Afterward you can cross the river in one of two places. Be careful not to get caught on the narrow bridge (2) or you're a goner. Also watch out for the two bats (3) as they can fly over the river. A pair of Scabens (4) and Drago Newts (5) also guard the dwarf (6).

Fight on to discover your true identity!

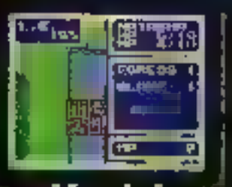




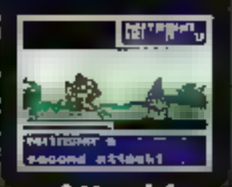
FACT FILE
SHINING FORCE 2 THE SWORD OF HAJYA

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	AVAILABLE
MODERATE	SEPTEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	N/A
THEME	% COMPLETE
STRATEGY	90%

Visit towns for the latest deals!



Magic!



Attack!

With A Stroke Of The Brush, A Generation Gap Is Crossed

SkyBox introduces STAR TREK® Master Series, a 100-card set of original artwork, UV-coated and foil-stamped, that spans the STAR TREK series and motion pictures. Including work by top comic book artists, these trading cards reach new dimensions with bonus triptych panels by Joe Jusko, Boris Vallejo, and Julie Bell—styles including oil painting, airbrush, and digitally enhanced photographic images. Imagine that. An art form that doesn't leave you staring at the wall.

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STAR TREK®
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Odds of finding bonus triptych cards approximately 1 8 packs.

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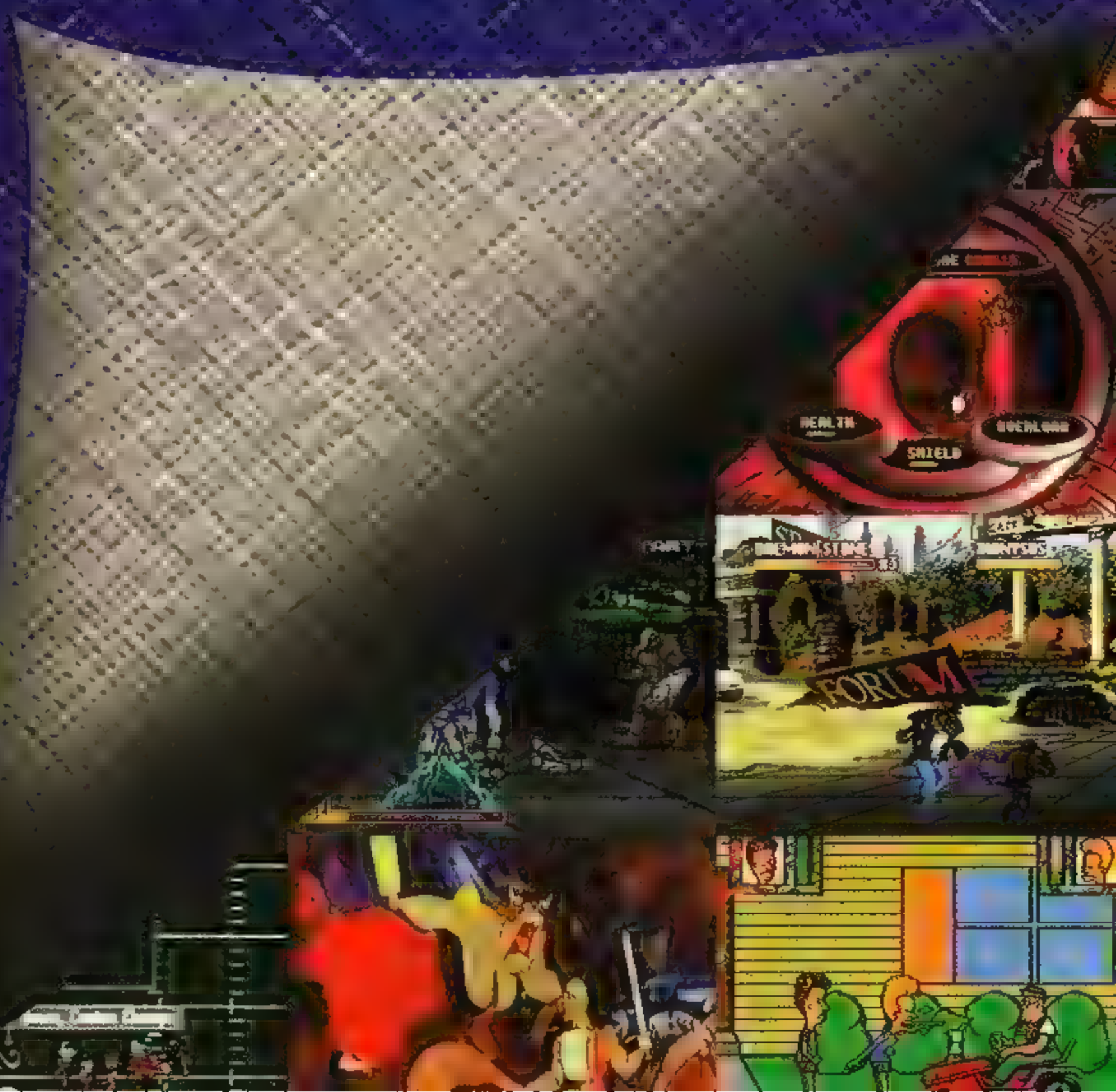
SNEAK PREVEW OF MORE THAN 100 GAMES!

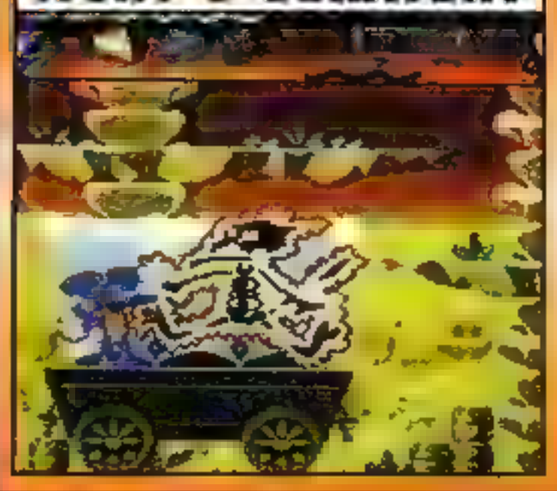
1995 VIDEO GAME PREVIEW GUIDE

BY THE EDITORS OF ELECTRONIC GAMING MONTHLY

ALL THE LATEST GAMES FROM THE SUMMER CES!



ITCHY & SCRATCHY

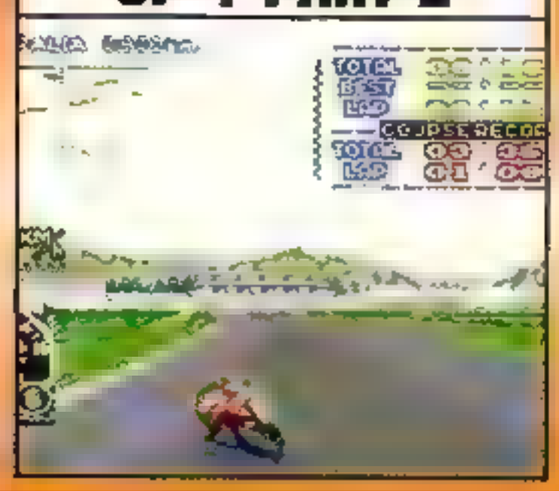


Theme/Action

The terrible twosome are ready to invade your game screen. Bazookas, bulldozers, boomerangs, and buzz saws ... Bart's favorite, no-blow-too-low, cartoon "cut- ups" will wallop gamers

By Acclaim

GP-1 PART 2



Theme/Driving

RRREEEEEEE!!!!! Oh, the sounds of a super-charged motorcycle whining through the straightaway! Choose your superbike and prepare for the most exciting bike race ever to come your way!

By Atlus

MAXIMUM CARNAGE

Theme/Action

This high-flying adventure features Marvel's most popular heroes and villains, including Captain America, Venom, and Carnage! Non-stop action spins onto the screen with all-new combat moves.

By Acclaim

POWER INSTINCT

Theme/Fighting

The popular arcade fighting game breaks through to the home market. Play as any one of several powerful characters in a head-to-head brawlfest. Cool moves and excellent control, too!

By Atlus

MORTAL KOMBAT II

Theme/Fighting

One of the best arcade games hits the video game homefront. Check out the breathtaking graphics, amazing characters, sensational combo moves. Are you ready for combat?

By Acclaim

INDY CAR CHALLENGE

Theme/Driving

Welcome to the world of Indy Car racing—the fastest, most exhilarating, by-the-seat-of-your-pants racing in the world! Realistic play control and hot Mode 7 graphics ignite the game with high octane!

By Bullet-Proof

VIRTUAL BART

Theme/Action

Bart enters the world of virtual reality! Gamers battle bullies in post-apocalyptic driving action with Doomsday Bart, toddle in trouble with Baby Bart, stomp stegosauruses with Dino-Bart, and more!

By Acclaim

BONKERS

Theme/Action

Enter Bonkers D. Bobcat—the newest member of the Hollywood police force. His job is to track down toons that went bad with the funniest slapstick antics this side of Keystone Cops!

By Capcom

SPEED RACER

Theme/Act-Driving

Speed's been in some tough spots, but this is ridiculous! It's two amazing Speed Racer games in one. Race the circuit in the Mach 5 of Racer X's Shooting Star, then it's a brutal hand-to-hand combat.

By Accolade

CAPCOM SOCCER SHOOTOUT

Theme/Sports

The world's most popular sport comes to the Super NES in this exciting sports simulation! In CSS, players take to international fields in games so real, they'll feel the grass burns!

By Capcom

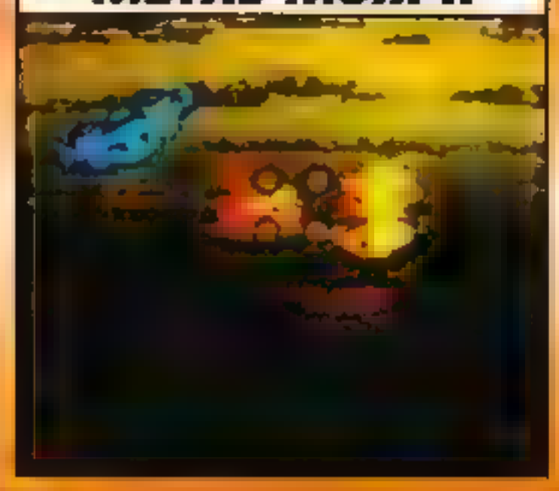
CAPTAIN COMMANDO

Theme/Action

The planet Earth is threatened by Scumocide and his international gang of bionic thugs! Only Captain Commando and his partners can save the day in this awesome two-player adventure!

By Capcom

METAL MORPH



Theme/Adventure

You have jumped through the Hypergate and have been ambushed. You ship's parts are scattered across the galaxy and you're being experimented on by aliens You must find a way out now!

By FCI

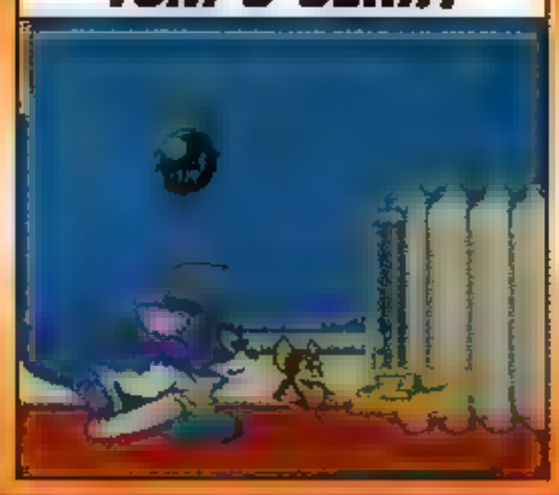
GREAT CIRCUS MYSTERY

Theme/Action

Mickey and Minnie's circus performers have disappeared! Travel through dark caverns and a haunted house in search of the nasty fiend who is mean enough to scare them away!

By Capcom

TOM & JERRY



Theme/Action

Gamers pursue the rascally rodent while side-stepping booby traps, or keep from being catnip while getting their licks in as they choose to be either Tom or Jerry. It's all coming for the Super NES!

By Hi-Tech

MEGA MAN X²

Theme/Action

Dr. Light's greatest creation, Mega Man X, is back for more android action than ever before! All new powers and abilities heighten the "Titanium Titan" to awesome levels of increased power!

By Capcom

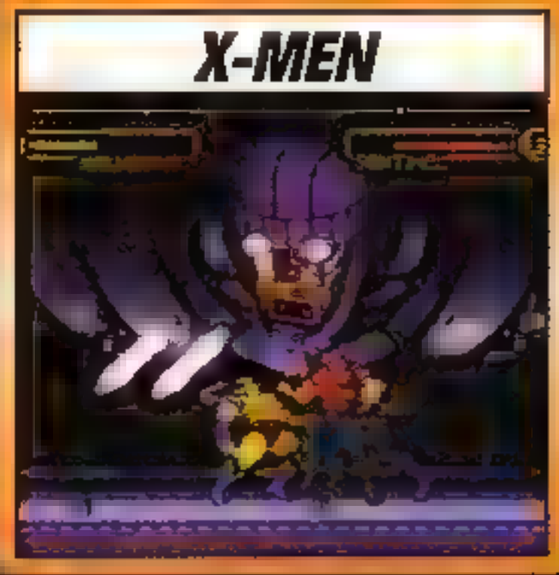
SUPER BONK

Theme/Action

Join the feisty, hard-headed caveboy as he adapts to the challenges of the future! Make your way through a bizarre landscape, from the undergrounds to the high towers! Can you help Bonk?

By Hudson Soft

X-MEN



Theme/Action

One of the most wanted licensed products will soon come to the Super NES once again, but now by the pros at Capcom. Choose your favorite X-Men mutant and fight it out with familiar foes.

By Capcom

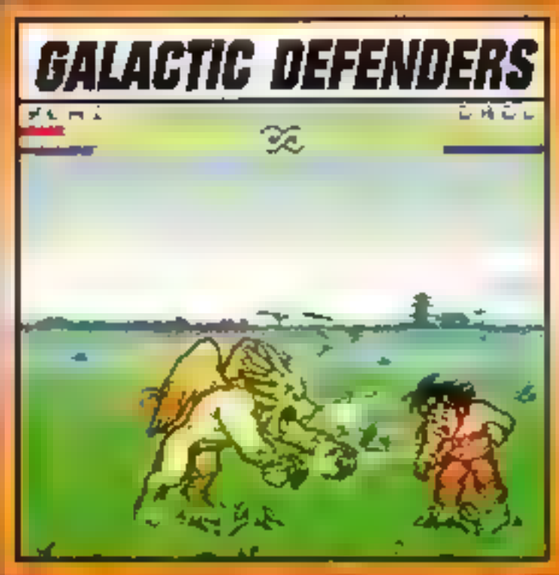
HAMMER LOCK

Theme/Sports

This is wrestling like you've never seen it before: up-close! In addition to the main screen, you get two ringside screens showing all the pain and glory of the match in amazing detail.

By Jaleco

GALACTIC DEFENDERS



Theme/Action

Peace is a thing of the past, with Emperor Chin taken hostage. Jack and Ryu must travel across the galaxy with a huge arsenal of new weapons and moves. Master new techniques in your quest.

By Culture Brain

R-TYPE 3

Theme/Shooter

It was believed on Earth that the BYDO Empire was destroyed—but now they've returned. Their ships are more powerful than before. Only the new R-90 ship can save the planet now!

By Jaleco

CRAZY CHASE

Theme/Action

There's a new kid in town! Take on the role of Kid Klown and go on the wildest in-your-face chase ever! This is a game where you must go through varying obstacles with funny animations galore!

By Kemco

SUPER PUNCH OUT

Theme/Action

The NES version was excellent, but with improved graphics and sounds, you can't get any better than this. Fight against many boxers, each having his/her own style of boxing. Give 'em a left hook!

By Nintendo

STONE PROTECTORS

Theme/Fighting

Those radical cartoon trolls are now making tracks to the Super NES! You can play as any of these super trolls and battle it out in a head-to-head fight You can also use super weapons!

By Kemco

UNIRACERS

Theme/Racing

In this unique game, you'll have to use a unicycle and ride through the many strange tracks that Nintendo has offered. While speeding along the tracks, perform some fancy tricks and collect points

By Nintendo

TOP GEAR 3000

Theme/Driving

One of the best driving games is now getting an upgrade! Now the race takes place way into the future where the cars are faster than any vehicle ever created. Cool Two-player Simultaneous Mode!

By Kemco

LEMMINGS 2

Theme/Puzzle

The well known puzzle game from the computer will finally hit the Super NES. Extras galore! Well-animated Lemmings and cool sound effects are just a few of the features you'll notice

By Psygnosis

AEROBIZ SUPERSONIC

Theme/Simulation

It's the 21st century and an airline war is raging. As a young and ambitious CEO, it's up to you to make your airline a survivor. To succeed, you will have to make some tough decisions. Good luck!

By Koei

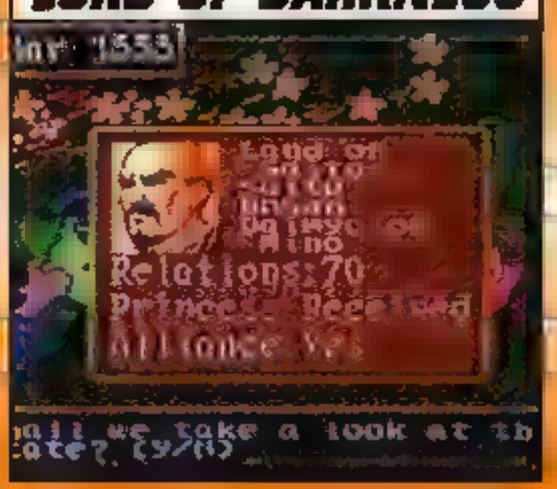
ESPN NATIONAL HOCKEY NIGHT

Theme/Sports

Hey all you sports fans, here's something you may want to check out. ESPN Sunday Night Hockey is incredible. Play an entire season and try for the Playoffs in hopes of winning the Stanley Cup.

By Sony Imagesoft

LORD OF DARKNESS



Theme/Simulation

As a young daimyo with your own ambitions, here's your chance to plot strategies that will get you past Lord Nobunaga. Be prepared—when Nobunaga's in the picture, anything can happen.

By Koei

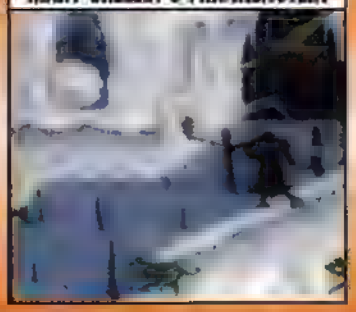
ESPN SUNDAY NIGHT NFL

Theme/Sports

Talk about some hard hits! ESPN's own has some of the best all-around action. Include Chris Berman as your commentator and you get the whole package Awesome football from the experts!

By Sony Imagesoft

MARY SHELLEY'S FRANKENSTEIN



Theme/Action

This game is based on the Mary Shelley novel and the film. Experience horror as Frankenstein roams the country destroying enemies like deadly spiders, soldiers, and other menacing creatures.

By Sony Imagesoft

JUSTICE LEAGUE

Theme/Fighting

Battle it in this one- to two-player game where you can use the finest superheroes from DC Comics. Find out why the heroes are fighting as you search for the person that has created this menace.

By Sunsoft

MICKEY MANIA

Theme/Action

This side-scrolling action game stars none other than Mickey Mouse! Smooth animation, colorful backgrounds, and Disney-type tunes fill this whimsical adventure. Mickey is looking to you for help!

By Sony Imagesoft

SCOOBY DOO

Theme/Puzzle

In this interactive puzzle you must guide Scooby and the rest of the gang, solving riddles in secret rooms and passageways. Solve all the puzzles and find out who's the real enemy.

By Sunsoft

WILDSNAKE

Theme/Puzzle

This is something new in a puzzle game. Instead of using boxes, why not use snakes? You must match the species (color) to increase your chances of surviving and collecting more points.

By Spectrum Holobyte

SYLVESTER AND TWEETY

Theme/Action

"I tawt I taw a puddy tat. I did! I did see a puddy tat!" Guide Sylvester in hopes of catching his meal, Tweety, through hilarious stages where he must deal with Spike the dog and Granny. Very cute.

By Sunsoft

ACME ANIMATION FACTORY

Theme/Interactive

For all you folks who are looking for an animation cart, this one's for you. Create backgrounds with coloring tools and draw out characters, which can then be animated so they come to life.

By Sunsoft

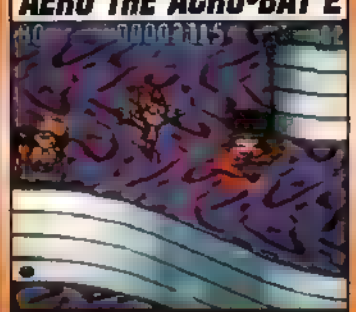
ZERO THE KAMIKAZE SQUIRREL

Theme/Action

If you've played Aero the Acro•Bat you have to check this out. The awesome abilities of Zero will get you through many exotic levels where he must meet Jacques LeSheets and his monsters.

By Sunsoft

AERO THE ACRO•BAT 2



Theme/Action

Aero the Acro•Bat is back and better than before with improved attacks and moves. This time Aero has to travel through time and space where he must battle against Alter Aero and other minions.

By Sunsoft

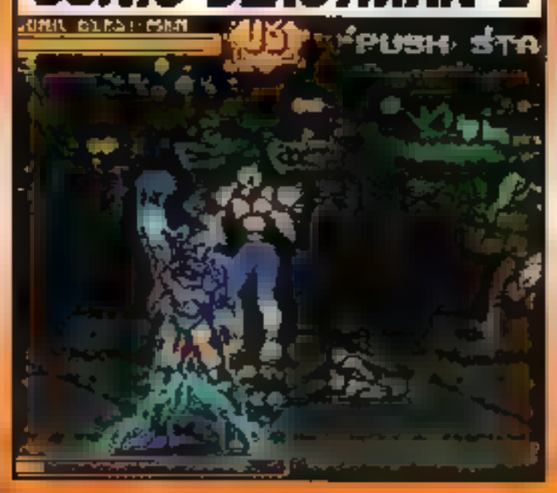
OPERATION THUNDERBOLT

Theme/Shooter

Oh, wow! It's finally coming to the Super NES. In this fast-paced arcade shooter, you'll have to sneak through enemy territory while avoiding shots from armored tanks, choppers, and assassins.

By Taito

SONIC BLASTMAN 2



Theme/Action

This action-packed sequel blows away its predecessor. Use your fast-smashing punches and your leg-breaking kicks to get rid of the enemies who have polluted the stages

By Taito

SEAQUEST DSV

Theme/Adventure

Based on the hit television series, travel below the seas piloting the very best sub-marines in the world. Embark on highly-detailed missions and sectors that will take you to no man's land!

By T*HQ

SUPER SOCCER CHAMP 2

Theme/Sports

Play with up to four players as you use your soccer skills to become the number one team in the world. Choose from 24 teams around the world and play in Exhibition, QWorld League, or Taito Cup.

By Taito

RANMA 1/2 PART 2

Theme/Fighting

The crazy fighting game con-tinues. More characters and special moves were produced in this version. Even more funny animations have been added to this comical game to make it a real riot.

By Toho

SAMURAI SHODOWN

Theme/Fighting

The long-awaited fighting game will finally hit your Super NES. Choose among different fighters, each having deadly moves and attacks. Awesome backgrounds and sounds are intact.

By Takara

BRAINEES

Theme/Puzzle

For all you gamers who are tired of just sitting around and doing nothing, pick up Brainees and put your brain skills to the test by matching up the items on the screen Good luck, cuz you'll need it.

By Titus

AKIRA

Theme/Action

Based on the incredible animated film and world-renowned comic book series, Akira for the Super NES has taken games to new heights. Take on the roles of Kaneda, Tetsuo, and others.

By T*HQ

SINK OR SWIM

Theme/Puzzle

Another puzzle from Titus, Sink or Swim tests your aquatic abilities to the fullest. Save the men on board by leading them to the safety of your ship. If you wait too long, the ship will eventually sink.

By Titus

THE MASK

Theme/Action

Based on this summer's high-ly-anticipated film, The Mask has taken it place on the Super NES. As you put on the mask and become a super-hero, you'll run into enemies who don't like your new look.

BY T*HQ

IZZY'S OLYMPIC QUEST

Theme/Adventure

The official character of the upcoming summer Olympics stars in his own game. In this athletic adventure, he'll have to work through five Olympic Rings, collecting Gold, Bronze, and Silver coins.

By U.S. Gold

ITCHY AND SCRATCHY GAME

Theme/Action

The destructive duo finally has its own game! Use Itchy and Scratchy with their diabolical tools of doom such as bazookas, bulldozers, buzzsaws, and tons of other gut-busting items for laughs!

By Acclaim

WWF RAW

Theme/Fighting

Acclaim gets raw with WWF Raw, the in-your-face wrestling game. Choose from famous wrestlers like Bret Hart™ and Lex Luger™ to show you the ropes. Get ready to rumble!

By Acclaim

MAXIMUM CARNAGE

Theme/Action

This fighting-action cart features the heroes and villains you all know and love including: Spider-Man, Captain America, Venom, and Carnage! The special soundtrack is by Green Jelly

By Acclaim

BUBSY 2

Theme/Action

More animation and more features like the Portable Hole, diving suit, and smart bombs are at your disposal! With all-new comments, sound effects, and wisecracks, you'll crack up with Bubsy 2!

By Accolade

MORTAL KOMBAT II

Theme/Fighting

The most popular arcade hit sequel hits home with all of the blood, fatalities, babalities, and more, just like you'd see in the arcade! Sensational combos and special moves make this a hit!

By Acclaim

FIRETEAM ROGUE

Theme/Action

Join five heroes in this adventure as you travel through exotic lands! Engage in hand-to-hand combat, solve difficult puzzles, and fly with a 3-D flight simulator. Silicon graphics provide hours of fun!

By Accolade

N. MANSELL'S INDY CAR RACING

Theme/Driving

One- or two-player split-screen racing is what this game has to offer. Choose Simulation or Arcade Mode and drive on Indy Car circuits with digitized sound effects and custom cars!

By Acclaim

PELE!

Theme/Sports

Realistic Mode 7 graphics give you the true feeling of being on the field! Keep win/loss records with the save feature. Customize your players and execute all of the moves with digitized sound

By Accolade

VIRTUAL BART

Theme/Action

Join Bart as he enters the world of Virtual Reality. Enjoy driving action with Doomsday Bart, toddler trouble with Baby Bart, prehistoric mayhem with Dino-Bart, and more! In this game—anything can happen!

By Acclaim

OUTRUNNERS

Theme/Driving

If speed is what you need, then this is the game. With eight different cars to choose from, you can brave the hair-pin curves, other cars, and even animals as you race cross country to the finish!

By Data East

THE GREAT CIRCUS MYSTERY

Theme/Action

Join Mickey and Minnie on their quest to find the fiend who is scaring off all of the circus performers. One or two players can simultaneously play as you collect different costumes for each situation!

By Capcom

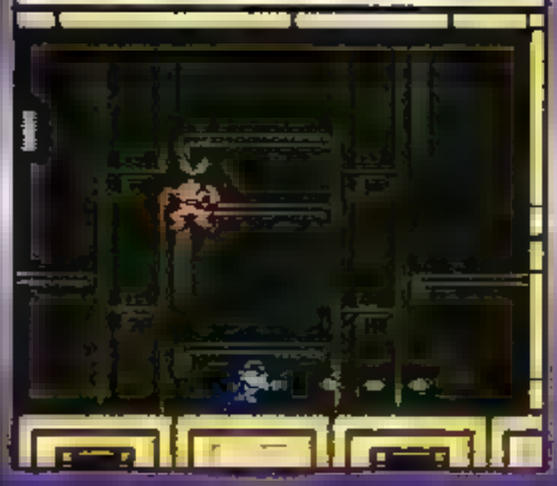
LORD OF DARKNESS

Theme/Strategy

The setting is 16th century Japan and Lord Nobunaga is out to conquer and take control of Japan. Direct your alliances, give orders, and use your wits to battle his evil forces and save the people!

By KOEI

MEGA MAN: THE WILY WARS

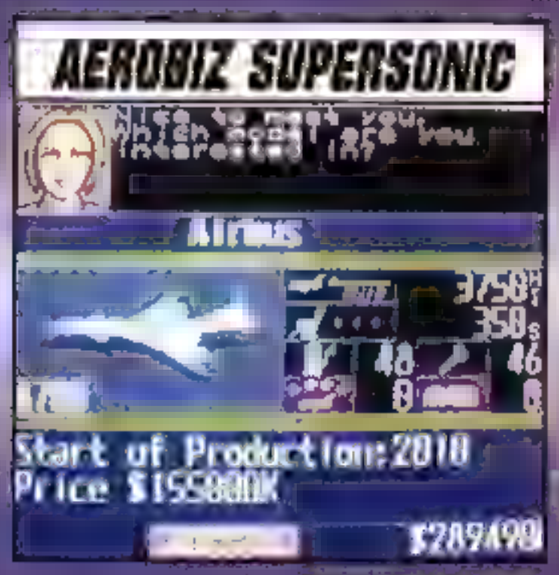


Theme/Action

Mega Man must save Earth from Dr. Wily and his crazy cyborgs. Encounter enemies from the first three games in this 12-Meg cart! Exciting new weapons are yours to gain. There's also Rush the Dog.

By Capcom

AEROBIZ SUPERSONIC



Theme/Strategy

As the new CEO, you are out to make sure your airline survives. Profit is your goal and you have to think of every detail to make the most money with your airline. Try to improve the food, too!

By KOEI

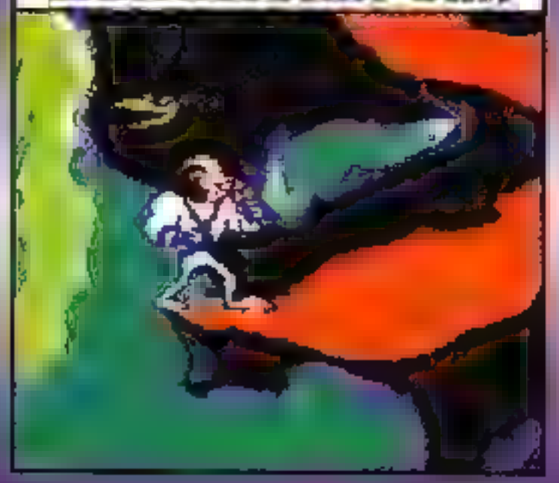
THE PUNISHER

Theme/Action

Show them what they're in for with your brutal force! Using the Punisher and Nick Fury, you can beat on the Kingpin's minions of doom with tons of weapons at your disposal. The 16-Megs of action await!

By Capcom

EARTHWORM JIM



Theme/Action

Earthworm Jim is coming at you with incredible animation and superb graphics! Use your laser cannon to blast the baddies such as Major Mucus and Doc Duodenum. Try to win the favor of the princess!

By Playmates

SLAM MASTERS

Theme/Fighting

This wrestling game has got it goin' on! With 10 characters to choose from, Singles Matches, Team Battle Royals, and 24-Megs of action, this the biggest brawlfest of all time! It's four-player, too!

By Capcom

JURASSIC PARK: RAMPAGE ED.

Theme/Action

This Rampage Edition of Jurassic Park gives you the choice of Grant or the Raptor with new weapons and moves. Brand new scenes and more dinosaurs make this a title to remember!

By Sega

SUPER STREET FIGHTER II

Theme/Fighting

How do you improve on the most popular video game of all time? You add four more characters, five speed settings, new moves, 40-Megs of power, and make it available for your Genesis system!

By Capcom

MARY SHELLEY'S FRANKENSTEIN

Theme/Action

Based on Mary Shelley's novel and the film, Frankenstein has six levels full of action and suspense as you fight your way through wolves and mounted soldiers in the streets of Ingolstadt

By Sony Imagesoft

MICKEY MANIA

Theme/Action

Join Mickey in his adventures as he relives his career with characters from his famous films like *Mickey and the Beanstalk*! The 15 levels of action await you with grand animation by Disney.

By Sony Imagesoft

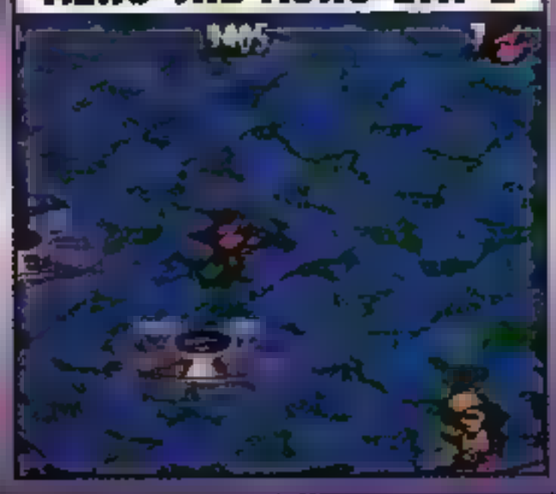
ZERO THE KAMIKAZE SQUIRREL

Theme/Action

That nemesis of the circus, Zero now has some problems of his own! He must rescue his forest homeland from Jacques LeSheets. Zero can handle it with his spins, power dives, ninja stars, and more.

By Sunsoft

AERO THE ACRO•BAT 2

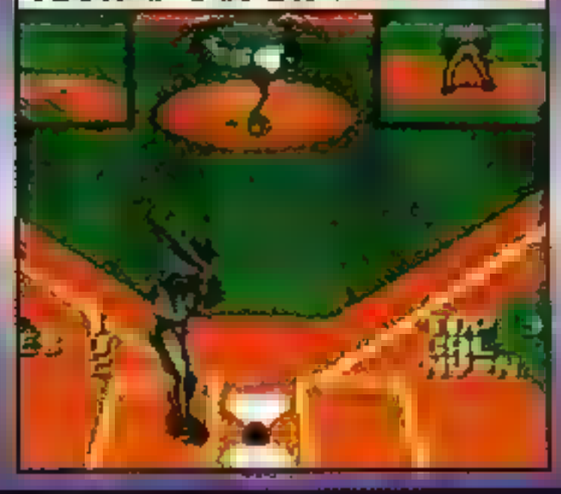


Theme/Action

The circus bat of the century is back for his second adventure in search of the evil Edgar Ektor. The 16-Megs of power will take Aero through time and space via a magician's box. Fun galore!

By Sunsoft

TECMO SUPER BASEBALL

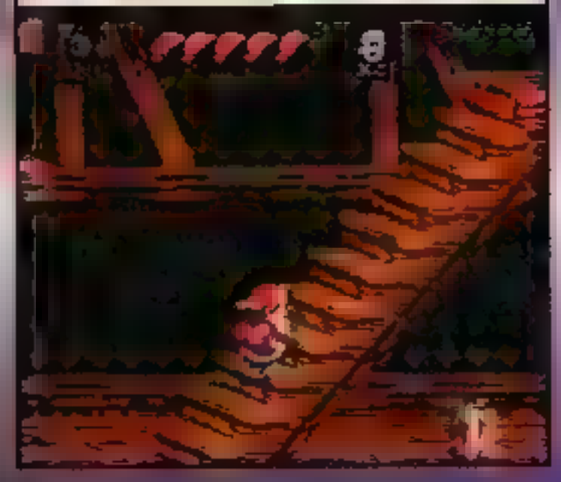


Theme/Sports

Super stats with real players from the 1994 season roster is what you get from this baseball game! Plus, you'll have a battery back-up, digitized speech, regular, reduced, or short seasons.

By Tecmo

DAZE BEFORE CHRISTMAS



Theme/Action

The toys are stolen, the reindeer are missing, and the elves are not doing their job. It's up to Santa to make things right. Santa must race against the clock to save Christmas for all the children.

By Sunsoft

BASS MASTERS CLASSIC

Theme/Sports

Join the Bass Anglers Sportsman Society® and T*HQ for the coolest 3-D fishing game in history! You can catch fish in five lakes. If you win the fishing contest, you may get your own show.

By T*HQ

JUSTICE LEAGUE

Theme/Fighting

The most powerful comic book heroes and villains in DC Comics come together for this one-on-one fighting extravaganza! Each character has unique powers and special moves to utilize.

By Sunsoft

THE MASK

Theme/Action

Based on the upcoming hit movie starring Jim Carrey, The Mask by T*HQ features dozens of slapstick weapons and unexpected trick moves to put a smile on your face. This one's a winner!

By T*HQ

SCOOBY-DOO

Theme/Adventure

This interactive mystery game features Scooby-Doo and the entire gang! Sneak down secret passageways looking for clues and Scooby snacks. Gather evidence, solve the puzzles, and get the bad guy!

By Sunsoft

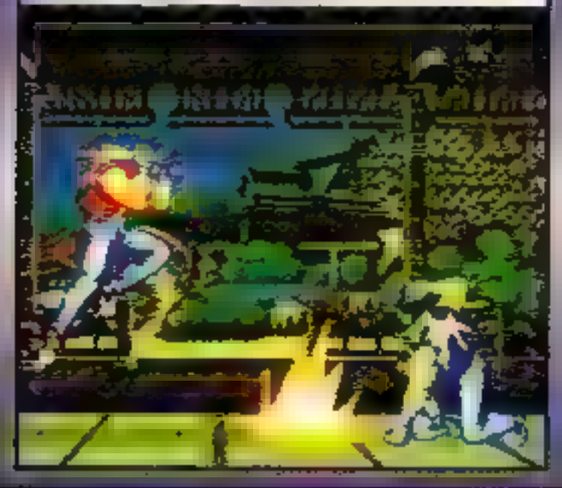
BEAVIS AND BUTT-HEAD

Theme/Adventure

Join Beavis and Butt-head from MTV as they participate in their own adventure to get the lost ticket pieces for the Gwar concert. Go through your house, the school, and other places to find them.

By Viacom

FATAL FURY SPECIAL



Theme/Fighting

The 16 fighter extravaganza is hitting home with incredible CD sound, just like the arcade! All of the special attacks, characters, and "last ditch" moves are planned to stay intact. Watch for it!

By JVC

PRIME

Theme/Action

This teenager turned super-hero game is one smashing time! Go up against powerful thugs, rocket-propelled henchmen, mutant alligator men, and much more! It features digitized comic art!

By Sony Imagesoft

SAMURAI SHODOWN

Theme/Fighting

The number one smash hit of the arcade is coming to the Sega CD! Expect all of the great moves and characters such as Gen-an, Ukyo, and Haomaru to slice their way into your home! Slashing fun!

By JVC

SHADOW OF THE BEAST 2

Theme/Action

Back in your human form, you find out that your baby sister has been captured by Zelek. Can you save her without your previous beastly powers? This game advances the story of Shadow of the Beast.

By Sony Imagesoft

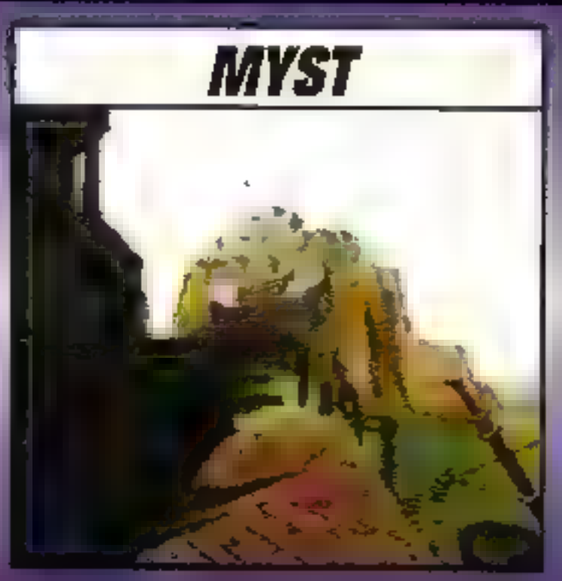
3 NINJAS KICK BACK

Theme/Action

Choose any of the three ninjas and then the fun begins! Wild ninjas and animals attack you, avalanches fall, and heavy metal rockers try to stop you, but you must rescue Grandfather Mori!

By Sony Imagesoft

MYST



Theme/Adventure

This surrealistic adventure tells of Atrus in his quest for his family. You must journey to the island of Myst and the abandoned worlds to find the saboteur. Beautifully rendered images are everywhere!

By Sunsoft

FLINK

Theme/Action

This platform adventure has superbly animated characters and a 3-D feel to it. Join Flink as he jumps on characters and renders them harmless; then spins them into the far-off distance for a wild ride.

By Sony Imagesoft

AKIRA

Theme/Action

The classic Japanese Anime thriller will soon be available for the Sega CD! Listen to eerie music as you play an intense game set in the backdrop of the fatalistic urban nightmare of Neo Tokyo!

By T*HQ

JEOPARDY

Theme/Puzzle

Join Alex Trebek with one of the most popular game shows on television. You can test your brain with a database of over 6,000 items of trivia! Digitized characters, sound, and music make it great!

By Sony Imagesoft

FLASHBACK

Theme/Adventure

With an all-new musical score and improved cinematic sequences with speech, dive into this adventure with full force. Try, if you dare, to escape the seven levels of the distant planet.

By U.S. Gold

WHO SHOT JOHNNY ROCK?

Theme/Action

Play detective as you try to solve a grizzly murder in American Laser Games' latest entry into the home market. You never know just what's going to happen next in this video whodunnit.

By American Laser Games

FIFA SOCCER

Theme/Sports

This is probably one of the coolest soccer games that we've ever come across. It has great control as well as beautiful graphics. The game play is everything you've come to expect from 3DO

By Electronic Arts

GEX

Theme/Action

Gex is a little green gecko who loves to get into trouble! This title contains some of the most astounding animation ever in a home video game. Gex can even stick to walls in the background!

By Crystal Dynamics

SUPER SF2 TURBO

Theme/Fighting

No, this isn't a joke—it's really coming to the 3DO in November. The hottest fighting sequel will hit first on the mega-Meg platform. Expect an excellent translation of the arcade hit before Christmas.

By Panasonic

OFF WORLD INTERCEPTOR

Theme/Driving

Crystal Dynamics' Off World Interceptor is an epic driving game! This title features an impressive array of courses designed to test your driving skills to the max! This game scores big on realism.

By Crystal Dynamics

SLAYER

Theme/Action

Make your way through the dimly lit dungeons without getting killed in this frightening game that's definitely not for the faint of heart! Fight all types of creatures and try not to get lost!

By SSI

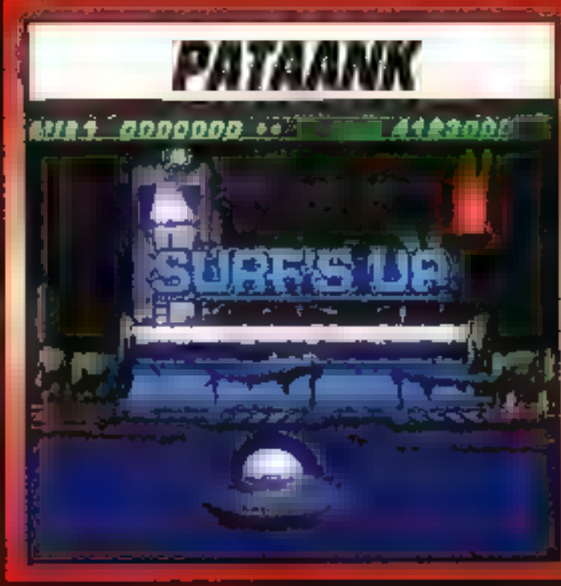
SAMURAI SHODOWN

Theme/Fighting

Here it is! The mother of all fighting games comes to the 3DO! Awesome graphics and playability make Shodown an awesome fighting game. Even the scaling has been included in this version!

By Crystal Dynamics

PATAANK



Theme/Action

Part pinball, part tank—Pataank is a first-person pinball game that is really unique. The fluid scaling and rotation add incredible depth to this arcade hit. You've got to think quickly to win!

By Tetragon

STAR CONTROL 2

Theme/Simulation

Explore worlds, battle your enemies, and try to communicate with alien life forms in this lengthy space adventure from Crystal Dynamics. You'll freak out when you see the fantastic graphics!

By Crystal Dynamics

DEMOLITION MAN

Theme/Action

You play the part of John Spartan in this first-person shoot-'em-up! With scenes from the movie, Demolition Man really packs a wallop. There's even a fighting scene with Simon Phoenix. Cool!

By Virgin

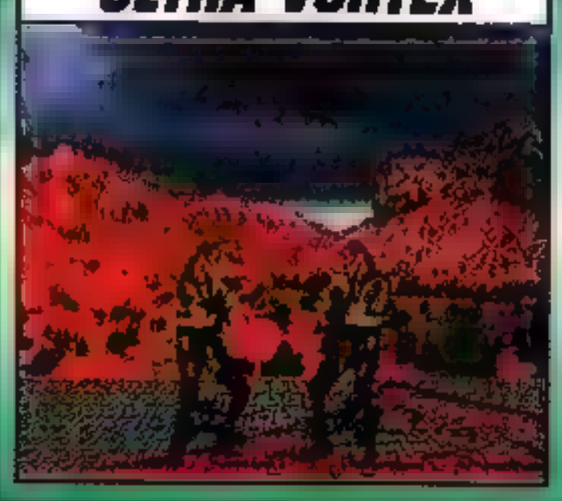
ALIEN VS. PREDATOR

Theme/Action

Play as a soldier, an Alien, or the Predator in this first-person perspective game. Roam the hallways and use your natural or man-made weapons to take out your enemies by force.

By Atari

ULTRA VORTEX



Theme/Fighting

This one-on-one fighting game pits you against the ugliest foes on Earth and beyond! Choose a one-player game or go against a friend and pick from various characters to fight battles!

By Beyond Games

BATTLEZONE

Theme/Action

If you loved the vector graphic battle of the first game, then you'll love this new version by the same company! Battlezone puts you in command of a futuristic tank with tons of firepower!

By Atari

RUNIER

Theme/Simulation

This pinball simulation is about as close to real life as you can get. The reflection of the pinball is awesome! Get ready for some speedy game play as you make those flippers fly! Go for the bonuses!

By High Voltage Software

BLUE LIGHTNING

Theme/Action

Incredible scaling effects complement this air combat simulation game. Carry out your orders on specific missions as enemy planes and ground fire try to take you out! It's better than the Lynx version!

By Atari

ZOOL 2

Theme/Action

Play as a male or female ninja of the Nth dimension! Try to collect as many goodies as possible! Tons of psychedelic backgrounds and landscapes are yours to traverse! Go Zool!

By Imagetic Design Inc.

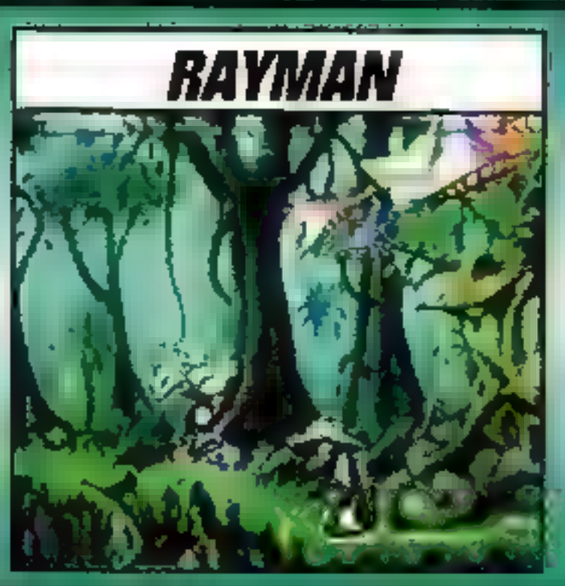
BUBSY

Theme/Action

That lovable, talkative Bobcat who just won't shut up is coming to the Jaguar! All-new graphics and sounds make this platform adventure worth playing! What could possibly go wrong?

By Atari

RAYMAN



Theme/Action

This side-scrolling action adventure game features incredibly smooth animation with many humorous enemies to defeat and lots of cool power-ups. This is gaming action at its finest!

By Ubi Soft

KASUMI NINJA

Theme/Fighting

Play as a ninja, an Indian warrior, and many other characters in this one-on-one arena fighting game! Various kicks, punches, and uppercuts to your opponent will make the blood fly in every direction!

By Atari

WHITE MEN CAN'T JUMP

Theme/Sports

Based on the popular movie of the same title, White Men Can't Jump is a basketball game that you can play with one or two players. Shoot hoops, do layups, and special basketball jams with ease!

By High Voltage Software

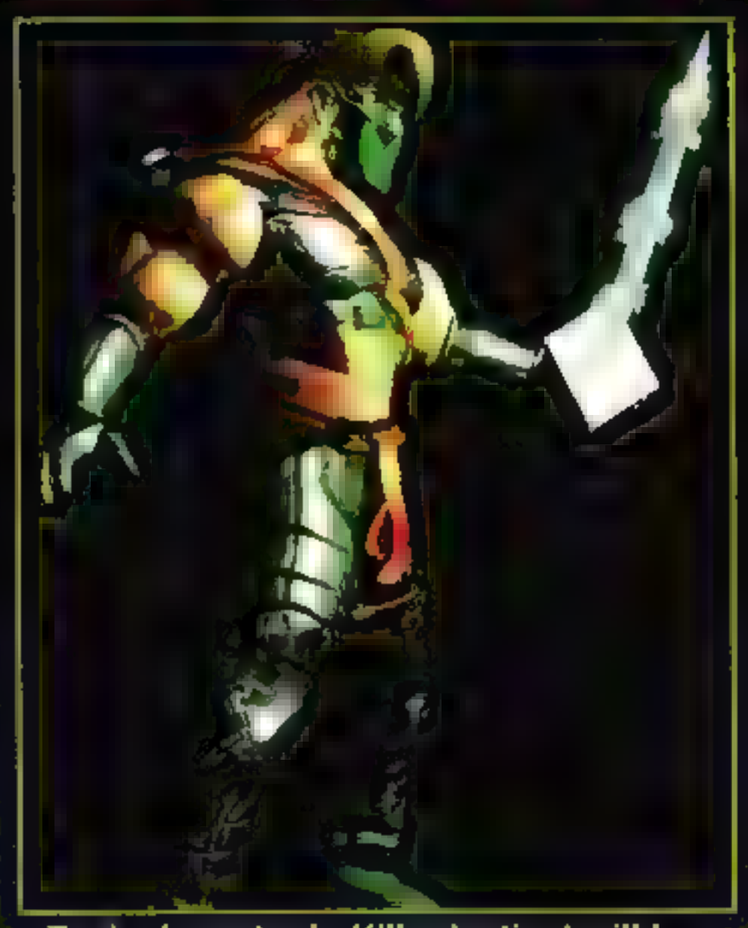
Philips CD-i and portable games will be shown next issue.

KILLER INSTINCT

Nintendo gave a special demonstration at the CES of two of their new Ultra 64 (formerly Project Reality) games. The first one, being developed by Rare, is a very detailed-rendered street fighting-type game.

Called Killer Instinct, this game features 10 characters each having specific traits and abilities. They are: Meltdown, a molten lava man; Chief Thunder, an Indian with tomahawks; Jago, a martial arts man whose weapon is a fireball; War Wolf, a half man half wolf; Fulgore, a robot; Spinal, a skeleton; TJ Combo, a boxer; and three more yet unnamed characters; a woman, an iceman, and a dog-type creature.

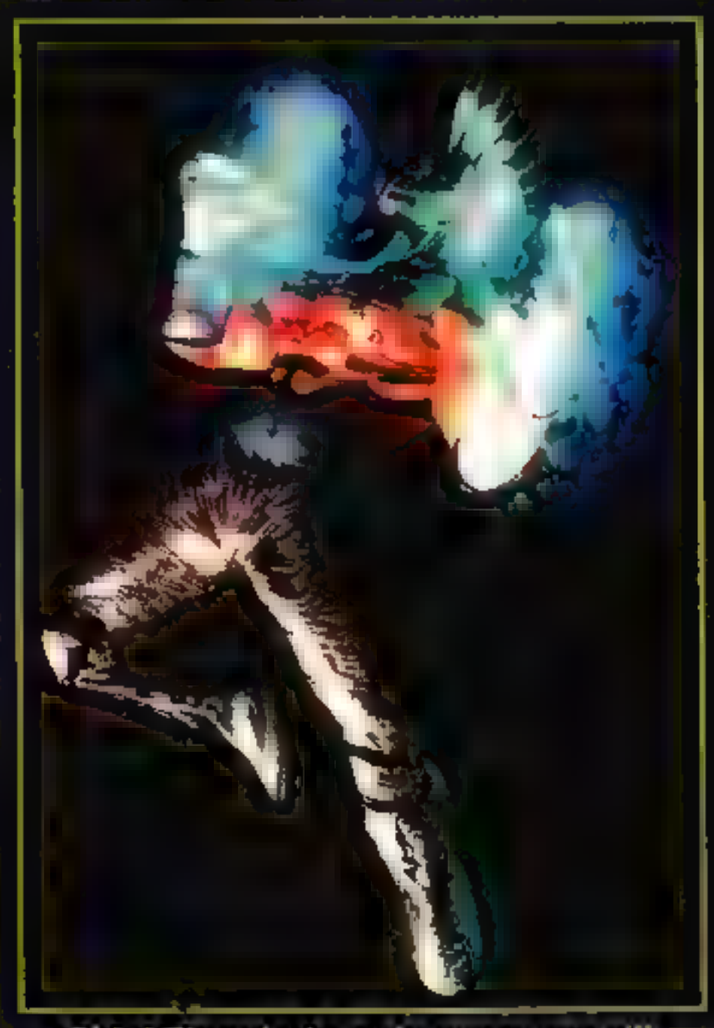
Each of the characters will have his/her own background and there will be a 'special effect' that can be implemented for each background. For example, Chief Thunder's screen is a rope bridge over the Grand Canyon. The player can zoom in and out for a different perspective. TJ Combo's screen will be a gym, and if the correct special move is executed by the player, you will be able to knock your opponent through the wall and into the street. Other backgrounds will include a 360 degree circular fountain area, a pirate's room (Spinal) and city back streets (Jago?).



Each character in Killer Instinct will be rendered in great detail! Jago is pictured.

While far from complete, Killer Instinct will not live up to its name as there is very little blood and there will be no Mortal Kombat gore. Rather, the game will be a strategy/technique-type game, on the order of SF2. Combos will be the main goal to accomplish and the project manager promised that the maximum attack, for the largest number of points, would be a 13-hit combo!

Nintendo expects this game to be available when the system is launched in the fall of 1995. An earlier arcade debut is possible but Nintendo wouldn't confirm a date. More next month!



Chief Thunder's main weapons will be his powerful Tomahawks.

CRUIS'N' U.S.A.

In addition to Killer Instinct, Nintendo previewed Williams' new driving game for the Ultra 64 called Cruis'n' U.S.A. This game was much more complete as the sit-down version was fully operational ($1 per race) and almost the entire course was programmed in. This game will probably be in the arcades early this fall and then everybody will be able to see what Nintendo's Ultra 64 is capable of.

Unlike KI, Cruis'n' was not as revolutionary a game. Looking more like a very detailed Outrun rather than the hot, new Daytona or ultra-fast Ridge Racer, Cruis'n' takes place over the two-lane highways of America starting in San Francisco and ending 14 segments later in Washington D.C.

An artist's drawing of the game screen in Williams' new Ultra 64 (Project Reality) arcade game, Cruis'n' U.S.A.

Like any racing game, you have your choice of four cars when you start: the red Italia P 69 (Ferrari lookalike), the silver Devastator D1, a brown La Bomba (old '40s car), or a 1963 custom yellow Corvette. Of course, you can select either a four-speed stick shift or an automatic tranny. The goal is to complete each of the segments in the allotted time. Do that, and you progress to the next segment.

Is this a representation of the capabilities of the Ultra 64? Perhaps. While looking good, it is more typical of first generation-type games. That is, they are OK, but not spectacular. Only after the programmers begin to understand the hardware, will we get to see some of the really great games. More on this next issue.

It's time you finally did something about those monsters under your bed.

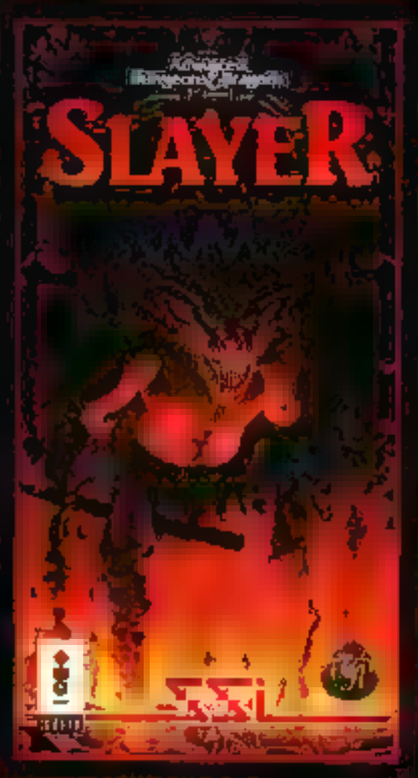
3DO

You're not a helpless kid anymore. You've grown up and you've got *Slayer*,™ the first ADVANCED DUNGEONS & DRAGONS® game on 3DO.

Now you're an AD&D® game hero armed with weapons and magic, exploring dungeons filled with the deadly monsters of your nightmares.

Hack and slash away at these vile creatures, avoid treacherous traps and solve mind-bending puzzles.

The randomized dungeon generator can create over *4 billion* different dungeons.



Which means a new monster hunt every time you play!

Because it's designed for play on 3DO, *Slayer* gives you the most awesome graphics and animation you've ever seen. Plus a first-person perspective that lets you look up, down and all around.

It's virtually real!

Slayer. It's time you made those monsters look under *their* beds!

TO ORDER: Visit your retailer or call 1-800-245-4525 with Visa or MasterCard (U.S. & Canada only).

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MORTAL KOMBAT II

The hottest game around is now coming to your home systems! Mortal Kombat II is here with all the blood and gore that made it famous in the arcade. This time around Nintendo has decided to include all of the blood and leave all of the fatalities, babalities, and friendships in the game. These pictures were taken at the Summer CES and are for the Super NES version. Get ready, for this one is sure to be a big winner!

FATALITY!

FRIENDSHIP!

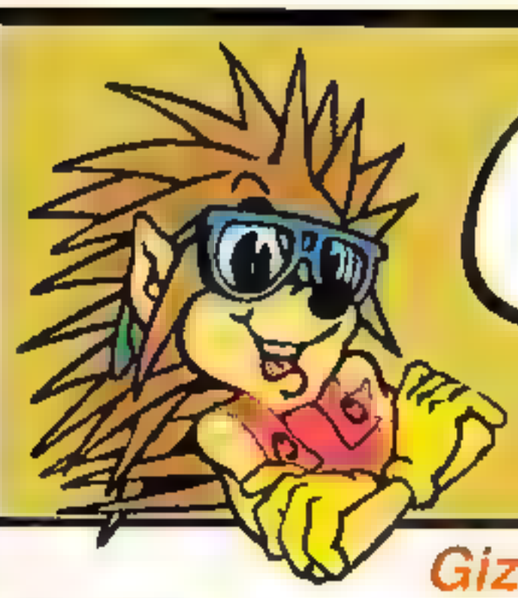
SPECIAL MOVES!

Scorpion's spear is still as quick as ever and it still kicks butt!

Jax retains all of his moves from the first MK, including his big grab and punch!

BABALITY!

Pictures of Mortal Kombat II for the Super NES were taken under adverse conditions. We apologize for the poor picture quality, and we can assure you that the camera man was shot—twice—and then some.



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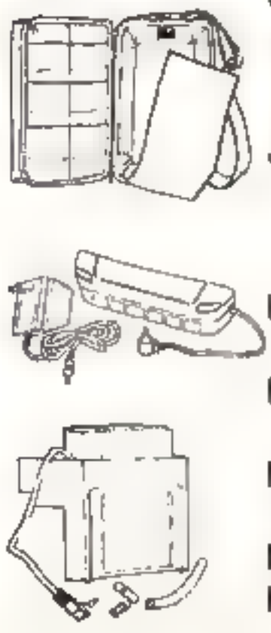

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Jurassic Logo for NBA Expansion Team

A ferocious new animal was recently released into the world of the NBA as the Toronto Raptors, the league's newest expansion franchise, unveiled its hip new logo.

As the story goes, the logo-featured dinosaur is a highly evolved species of "Globoraptor" (Latin for ball thief or ball robber.) Evolved from species like the velociraptor and oviraptor, the Globoraptor is known for its breakout speed, its coordinated attack patterns, and ferocious team defense. With cunning intelligence and killer instincts, the Globoraptor has been known to grow as large as seven feet tall.

Toronto's prehistoric moniker "Raptors" was chosen from over an estimated 100,000 entries submitted by 60,000 Canadians from nine of the 10 Canadian provinces. (Vancouver, home to the as of yet unnamed other NBA expansion franchise awarded to Canada, was, for obvious reasons, not allowed to participate.) The end result was a list of more than 2,000 different names from which to choose.

Entries ranged from meteorological phenomena like Blizzard, Thunder, Chill, and Freeze, to more game-related tags such as Sky, Swish, Jam, and Slam. Other dinosaur-related offerings included Rex, T-Rex, and Saurus Rex, as in TorontoSaurus Rex.

Toronto's "Name Game," sponsored in part by Sega and AST Computer, was the largest contest of its kind in NBA league history, casting a monstrous shadow over the previous record of 28,000 entries set by the Phoenix Suns way back in 1968.

While the Raptors don't hit the hardwood for over another year, Raptor merchandise is already hitting the sporting goods stores. With the introduction of a very cool logo and the still warm afterglow of last summer's blockbuster *Jurassic Park* look for Raptorwear to be some of the hottest selling stuff in sports apparel.

The Raptors begin their season in November of 1995. Said team president John Bitove, Jr., "We'll be the hungriest team in the NBA."

They'd better be, for when the first ball is tipped in 1995, the other 28 NBA teams will all be fighting to throw Canada's Toronto Raptors back into extinction.

Strange but True

The Road to Nirvana

Vancouver-based Grunge Enterprises is hoping to make a quick buck on the recent death of Kurt Cobain and the media homogenization of Generation X. For a mere $20, fans can buy a memorial T-shirt featuring Cobain's hand-scrawled suicide note. Corporate exploitation still sucks!

Dog Day Afternoon for the Weiner

Hot dogs were given a bad rap recently when a study by California researchers linked hot dog consumption to leukemia. Of 464 kids studied, those who ate 12 or more hot dogs a month were more likely to develop leukemia than those who did not.

Sega and Blockbuster Team to Bring You Games on Demand

It's your third trip to Blockbuster this week, and still no Mortal Kombat II. How many times has this happened to you? You end up either renting a game you didn't want, or you walk away empty-handed to spend another night with Sonic the Hedgehog.

Finally, it seems your troubles may be over. Sega of America and Blockbuster Video have announced plans to join forces to put an end to this retail rental nightmare.

The two companies are presently test marketing at select Blockbusters a system that permits video game software to be stored electronically at retail stores, and down-loaded on demand onto specially designed reprogrammable video game cartridges. The games would look and play exactly like the standard video game cartridge, but without the wait.

With the hottest new carts costing in the neighborhood of $65, the smartest shoppers are choosing trial by rental before dropping their dough up-front to discover that a game stinks. This system will get those people the games they want.

If all goes well with the test market, this type of system could be available to all rental retailers as early as next year.

CULTURE SOURCE FOR EGM READERS

To Boldly Go Where No Man Has Gone Before...

Welcome aboard the U.S.S. Enterprise NCC-1701-D. Feel free to wander about the ship. Go wherever you like and look at whatever intrigues you. You are your own tour guide, so move about the ship at your own leisure. Oh, and when you tire of that, why don't you check out the Holodeck for some other-worldly rest and relaxation.

number of different Holo-experiences onboard the Holodeck. So head up to the bridge and report to sickbay. Retire to the captain's quarters and nose through Picard's personals.

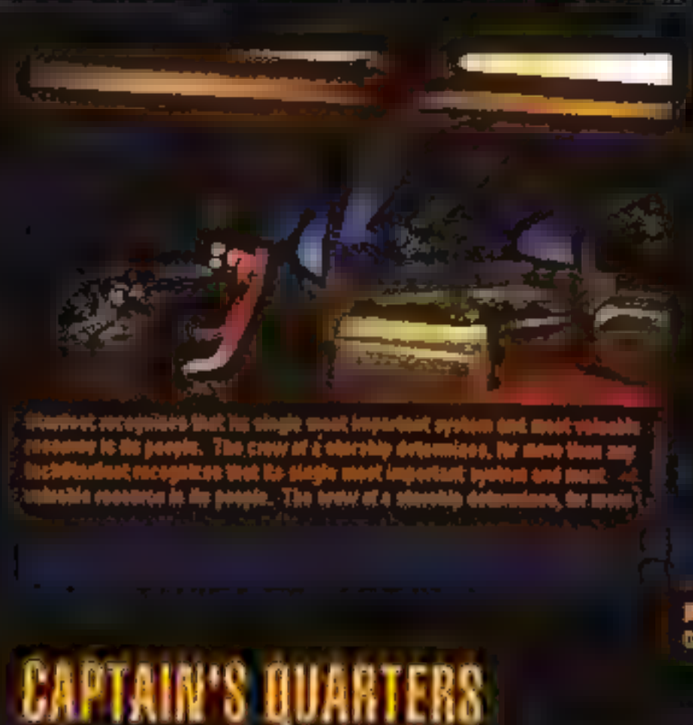
Produced with the assistance of technical writers, set designers, and film production crews from the television series, the *Interactive Technical Manual* more than 10,000 interwoven shots of the show's studio set, models, and props.

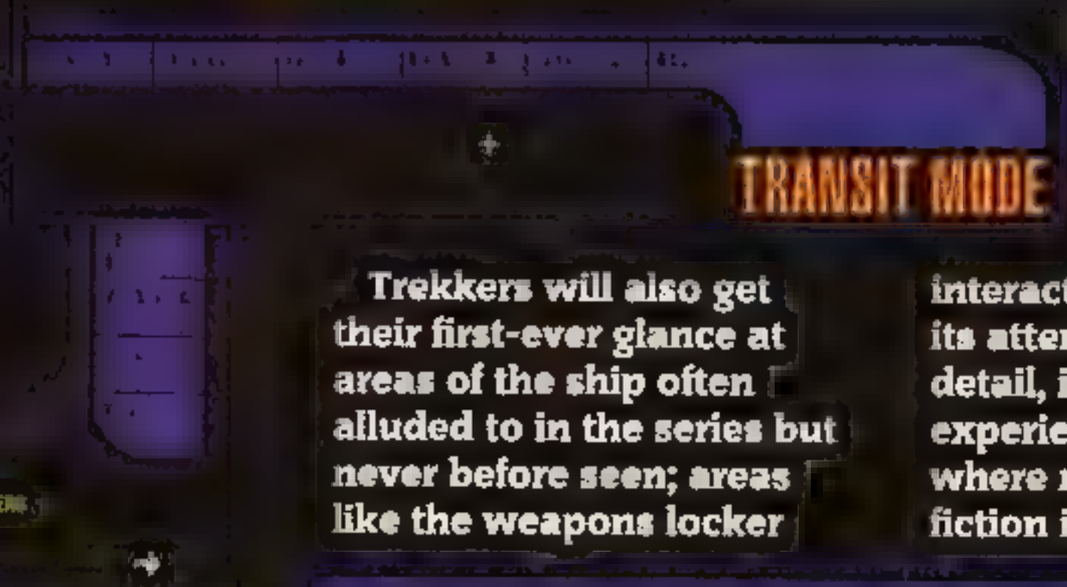
up the Klingon ceremonial dagger by Worf's bedside and check out the ornate design. Just make sure you put it back when you're done.

and the seven-story warp core that supplies the Enterprise with its power.

Available to MPC and Macintosh CD-ROM in September, the software will retail for around $70. With the end of the television series, it will absolutely represent the definitive record to the U.S.S. Enterprise.

Ultimately, *Star Trek: The Next Generation Interactive Technical Manual* teleports its user into the world of the 24th century. With its high-end interactive technology and its attention to rich, virtual detail, it is a personal experience in a world where reality and science fiction intersect.





Trekkers will also get their first-ever glance at areas of the ship often alluded to in the series but never before seen; areas like the weapons locker

There's no need to pinch yourself, Trekkers. It's not that dream you've been having ever since the series finale. This is reality ... or at least virtual reality.

That's *right*, Trekkers, *Star Trek: The Next Generation Interactive Technical Manual*, a CD-ROM title from Simon and Schuster Interactive, is a virtual exploration of the operations and inner workings of the legendary Starship Enterprise.

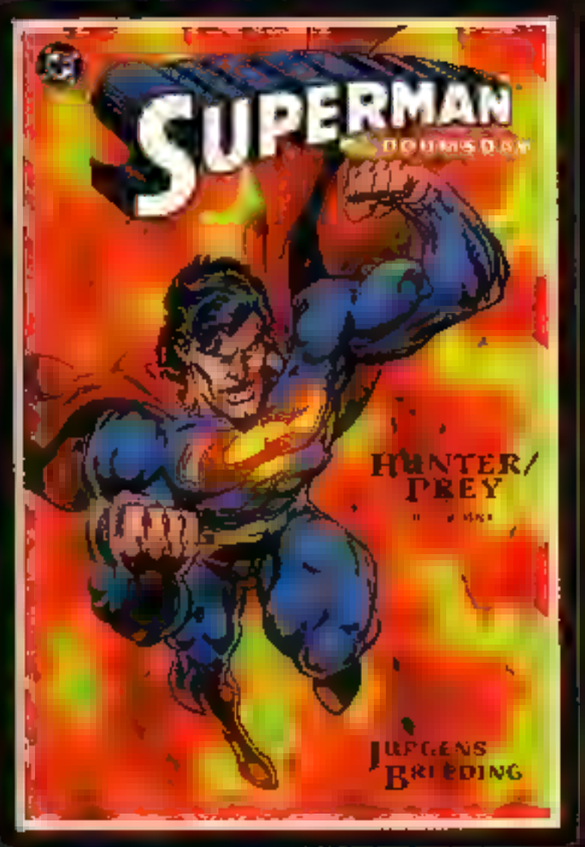
Curious explorers are free to wander about the Enterprise, touring through 12 different sets of rooms, the shuttle craft, and a

The software also incorporates Quicktime VR, a new virtual reality technology from Apple Computer that enables its user to view photographic or rendered images in 360 degrees. Almost like holding it in your hand, you're free to pick up items throughout the ship and examine them up-close. So grab hold of a phaser and check its settings. Or pick

It just ain't right...

The fun doesn't stop there. The true patriot will want to check out these other specialty items from the "Don't blame me..." arsenal, including a limited edition John Hinckley, Jr. "Don't blame me I voted for Mondale" .45 mm and the popular "Don't blame me, I voted for McGovern" tazer stun gun endorsed by Hunter S. Thompson.

"Don't Blame Me, I Voted For Bush!"



Comics Turn Hot Property in Hollywood

Without a doubt, comics have always had their niche in Hollywood. But until now, that niche has been pretty small. Only the big boys of comics were allowed to play.

The Man of Steel, Christopher Reeve, has on four occasions pulled on the red and blue spandex to make the world safe for democracy. The Dark Night returns to the big screen again next summer as the Caped Crusader (Michael Keaton) fights to save Gotham City from the wiles of the Riddler. Even Hollywood pretty boy Warren Beatty made a comic bid, donning the famed yellow slicker of comic's best known dick, the blunt-nosed Dick Tracy.

But the list ends right about there. Hollywood has taken stock in the Super Men of mainstream, knowing that familiarity breeds not contempt, but instead box office dollars. That philosophy is changing.

With the unforeseen success of *The Crow*, and the excitement surrounding the *The Shadow* and the release of *The Mask*, Hollywood moguls have perked up their ears.

The Crow, based on the comic book by James O'Barr and starring the late Brandon Lee, is one of the summer's best box office surprises, having already grossed over $50 million in ticket sales.

Radio program turned comic book turned movie, *The Shadow*, starring Alec Baldwin, has been one of the most anticipated releases of the summer movie season.

The Mask, starring the rubber-faced funnyman Jim Carrey, is based loosely on a comic by the same name. With the rising star power of Jim Carrey and never-before-seen special effects from Industrial Light and Magic (the people who brought to life *Jurassic Park*), *The Mask* could prove one of the summer's biggest movies before all is said and done.

With an unending wealth of titles and characters, comics has a lot to offer. Hollywood is just now stumbling onto this realization.

Movie studios right now are aggressively seeking alliances in comics, and not just with the DCs and Marvels of the comics world, but also with some of the smaller publishers like Kitchen Sink Press, publisher of *The Crow*, and Dark Horse Comics, home to *The Mask*. Hollywood has discovered that the little guys have a lot to offer.

Comic titles presently in the works for film include *Spider-Man*, directed by *Terminator 2*'s James Cameron, Stallone as *Judge Dredd*, and *Tank Girl*, the adventures of a cyber-punk heroine.

So Batman and Superman beware; your comic book brethren have landed in Hollywood.

This month in HERO

This month in *HERO ILLUSTRATED* #13, the spotlight falls on artist Neal Adams, whose seminal work in the 1970s with titles like the *X-Men* and *Batman* has defined the standard for nearly two generations. Also this month, Denis Kitchen reflects on Kitchen Sink Press and 25 years in the publishing business.

This month in CARDS

CARDS
DOOMSDAY IS HERE! YOUR GUIDE TO THE DC MASTER SERIES
THE TOP 100 MOST INFLUENTIAL CARD SETS OF ALL TIME!
MIKE PLOOG TALKS CARDS
A LOOK AT FLAIR MARVEL '94

In issue #7 the crack staff at *CARDS ILLUSTRATED* examines the top 100 card sets of all time. While we won't reveal the #1 series of all time, take heart in the knowledge that the Elvis card series from Bubbles/Topps hit #7. Also in *CARDS*, a look at the DC Master series and Flair Marvel '94

Schwarzenegger Heats Up the Summer with Action-Packed *True Lies*

Take heart action fans ... Arnold Schwarzenegger *is back* ... this time in the huge action/comedy adventure *True Lies*.

For years it seemed, everything he touched turned to gold. From knockdown-drag out action flicks to comedy romps, Schwarzenegger had the Hollywood Midas touch. His star power could carry almost any film.

Then last summer, Hollywood's big man took a giant-size stumble when the mega-hyped, monster budget *Last Action Hero* bit it at the box office.

But this box office Terminator who long ago made the promise, "I'll be back," is ready to make good on his word, this time around with a formula that seems guaranteed to spell success. Reuniting with *Terminator 2* director James Cameron, the bad boys of action are back in the saddle again.

Schwarzenegger plays Harry Tasker, an international spy working to bring down nuclear terrorists. As spies go, Harry is as dashing and debonair as any 007. But with a wife and kid at home, Harry is not your typical James Bond. By day, Harry works to save the world from nuclear desolation. By night, he works to save a struggling marriage.

Jamie Lee Curtis co-stars as Harry's suburban housewife, Helen. Through all their years of marriage, Harry has managed to keep his true line of work a secret. But when the pressures of the job heat up and the marriage starts to crumble, Helen starts looking elsewhere for a little intrigue of her own.

The movie also features Tom Arnold as Harry's best friend and partner at Omega Sector, the top secret government agency for whom they work.

True Lies is loosely based on the French film *La Total*, a comedy about an international spy whose wife thinks holds he a mundane day job.

But unlike *La Total*, *True Lies* is much more than your standard domestic comedy romp. With James Cameron at the helm, *True Lies* is a blend of tour de force comedy and in-your-face action. Cameron is a master juggler, strategically dropping jokes between explosions.

With a rumored budget of $120 million and shot over an arduous seven-month schedule, *True Lies* is a summer movie thrill ride, chock full of exploding jets, wild motorcycle chases, dangerous gunplay, and how-did-they do-that stunts.

With *True Lies* heating up at the summer box office, Arnold Schwarzenegger is back on top and doing what he does best--kicking butt and taking names in movie theaters across the country.

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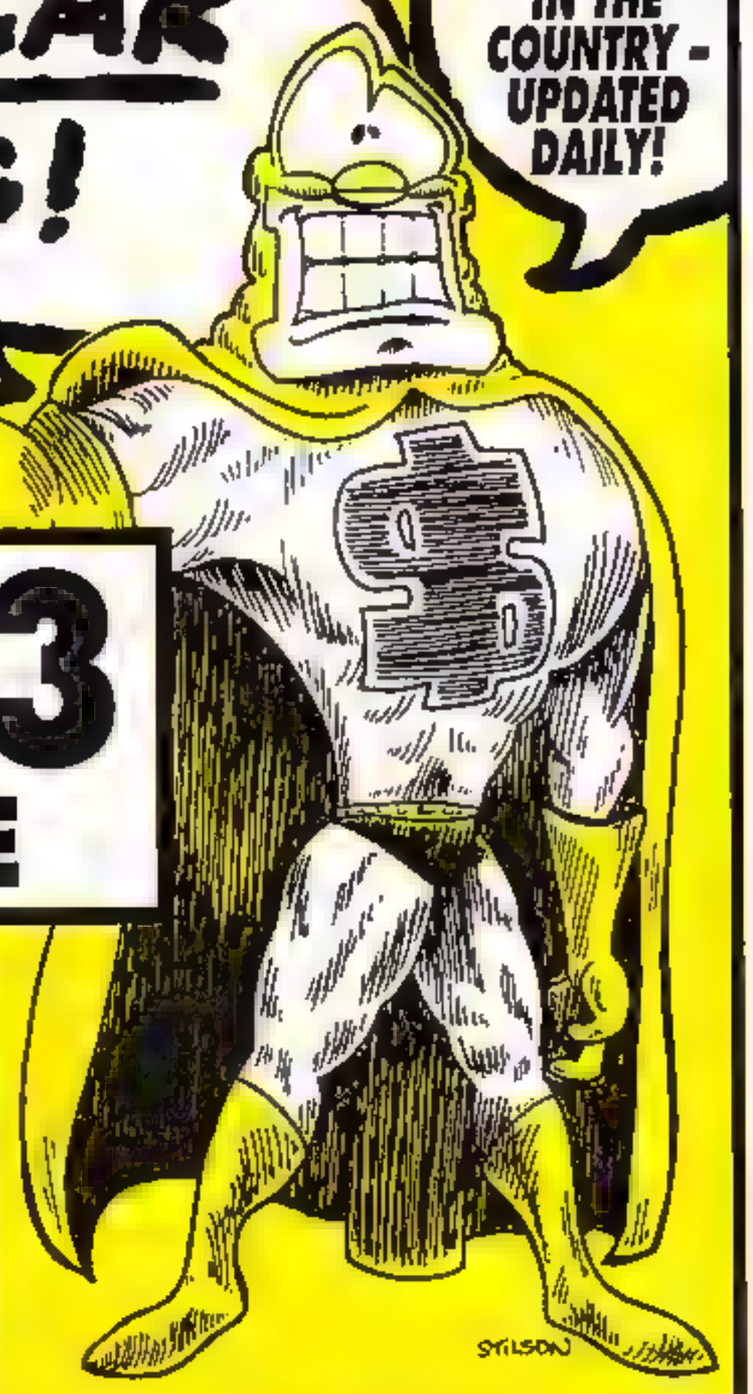

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ADVERTISER INDEX

Advertiser	Page
The 3DO Company	56, 57
Absoloute	141
Acclaim	7, 129
Accolade	133
ASCII Ent.	180 (OBC)
ASG Technologies	17
Atari Corp	30-31
Aura	65
Bandai Americ,	125
Blockbuster	21
BRE Software	171
Bullet Proof	11, 29
Chips & Bits	177
Data East	48-49, 89
Electro Brain Corp.	135
Enix America Corp.	127
Fleer Corp.	13
Funco, Inc.	174
Games Galore	173
Game Stuff	175
Gametek	47
Gizmo's Gadgets	165
Hudson Soft USA	19, 84
Intellimedia Sports	101
Interplay	2-3, 41, 105, 107, 109, 111
Japan Video Games	172
Koei	71
Malibu Comics	176
Namco	55
Natsume	37
Nintendo of America	26-27
Nu Reality	61
Philips Interactive	76, 77
Sega of America	137
Sky Box	149
Software Etc.	25
Sony Imagesoft	91
Square Soft, Inc.	8-9
STD Entertainment	62-63
SSI	163
Sunsoft	179 (IBC)
Taito America Corp.	145
Takara	147
Tecmo	93, 95
Tetragon, Inc.	59
Time Warner	75, 79
Toho Co., LTD	113, 115
Turbo Technologies	73
Universal Interactive	33, 35
U.S. Gold	44-45, 143
Vic Tokai, Inc.	81, 83, 85
Virgin Games	67
Williams Ent.	15, 68-69
Working Designs	51, 53
Zappers	170

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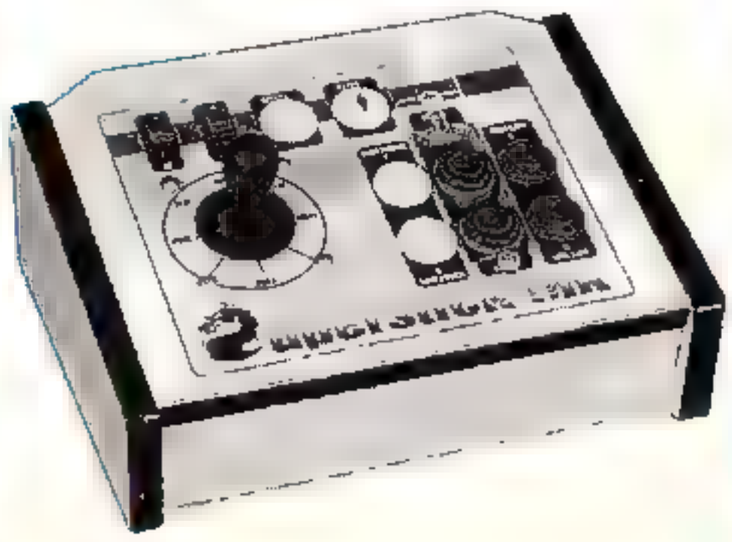

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Bases Loaded 4	28	Evrt/Lndl Ten	6	Ltl Mermaid	16
Baseware	8	Excitebike	5	Ltl Ninja Bros	15
Batman	8	Exodus	10	Ltl Nmo Dr Mtr	8
Batman Returns	25	F 17 Stealth Ftr	18	Lode Runner	4
Batman Rtn Rx	20	F 5 City Wars	16	Lone Ranger	15
Battle Chess	22	F 5 Strike Eagle	20	Loopz	18
Battle Olympics	7	Family Feud	32	Low G Man	4
Battle Tank	16	Fantasy Zone	9	Lunar Pool	9
Battleship	30	Faria	25	Mach Rider	4
Battletoads	10	Faxanadu	9	Mad Max	5
BattUds/Dbl Drag	25	Felix The Cat	30	Mafat Conspcy	4
Beauty Beast*	30	Ferrari GP	5	Mag Jhnsn Bsbl	5
Bee 52	7	Fester s Quest	4	Mag Shererade	5
Bestiquire	23	Fighting Golf LT	50	Magic Darts	22
Bible Advnts	15	Final Fantasy	11	Magician	15
Bible Buffet	22	Fire Hawks	13	Magmax	4
Big Bird Hd/Spk	20	Fist Of N Star	7	Major Lg Bsbl	8
Big Foot	9	Flight Intruder	18	Maniac Mansion	9
Bigfoot Cyclist	12	Flintstones	26	Mappyland	4
Bigfoot Freaks	24	Flying Dragon	4	Marble Madns	7
Bill & Ted Adv	7	Flyng Warriors	9	Mario Brothers	6
Bionic Commando	5	Formula 1	22	Mario is Missing	38
Black Bass	35	Frankenstein	3	Mario's Time*	30
Blackjack	30	Freedom Force	6	Marvels X-Men	4
Blades Steel	10	Friday 13th	3	Mc Kids	20
Blaster Master	5	Fun House	0	Mech Attack	9
Blue Marlin	38	Galaga	36	Mega Man	15
Bo Jackson	3	Galaxy 5000	15	Mega Man 2	17
Bomberman	2	Gargyls Qst 2	15	Mega Man 3	12
Bomberman 2	25	Gauntlet	5	Mega Man 4	18
Boulder Dash	8	Gauntlet 2	5	Mega Man 5	34
Boy & His Blob	6	Genghis Khan	16	Mega Man 6	30
Breakthru	4	George Foran	10	Metal Fighter	15
Bubble Bobble	15	Ghost Busts	5	Metal Gear	3
Bubble Bobble 2	30	Ghost Busts 2	7	Metal Mech	8
Bucky O Hare	22	Ghosts & Ghins	5	Metroid	7
Bugs Bny Bdsy	18	Ghoul School	35	Michl Andretti	9
Bugs Bny Crsl	15	Gi Joe	8	Mickey Adv Ltlrnd	30
Bump & Jump	7	G Joe Ad	8	Mickey Adv Nmbr	30
Burai Fighter	6	Gilligans Isle	2	Mickey Mouse	0
Burgertime	10	Gmni	5	Mickey s Srfsn	25
Cabal	5	Goal 2	32	Micro Machines	25
Caesars Palace	35	Godzilla	8	Mig 29	12
Calif Games	7	Godzilla 2	22	Mighi & Magic	35
Capt America	5	Golf	6	Mighty Bmb Jck	5
Capt Comic	8	Golf Grandslam	36	Millipede	25
Capt Planet	25	Golf Pebble Bch	8	Milons Sc. Castle	5
Capt Skyhawk	4	Golf Power	28	Mission Imp	3
Carmen Sndgo	15	Golgo 13	2	Monopoly	30
Casino Kid	16	Gomoku 2	4	Monster Party	5
Casino Kid 2	40	Gotcha	5	Monster/Rocket	6
Castle Dragon	8	Gradius	5	Monster Truck Rally	22
Castlequest	5	Great Waldo Srch	35	Moon City Ptrl	25
Castlevania	6	Gremlins 2	8	Ms Pac-Man	30
Castlevania 2	6	Guardian Lgnd	4	MULE	2
Castlevania 3	6	Guerilla War	5	Mopper Adv	0
Cave Man Games	5	Gum Shoe	5	MoSCLE	4
Champ Bowling	20	Gunsmoke	5	Mystery Quest	5
Champ Pool	30	Gyruss	6	NARC	5
Chessmaster	32	Harlm Globtrtrs	12	NASCAR Chall	16
Chiller	5	Harris	38	NES Open	20
Chubby Cherub	8	Heavy Barrel	5	NFL	4
Circus Caper	7	Heavy Shreddin	5	Nghtmr Elm St	8
City Connection	5	Heros Of Lance	9	Nigel Mansell	30
Clash At Dmnbu	5	High Speed	38	Nightshade	8
Classic Concn	30	Hogans Alley	7	Ninja Gaiden	5
Cliffhanger*	22	Hollywood Sqrs	15	Ninja Gaiden 2	5
Clu Clu Land	7	Home Alone	16	Ninja Gaiden 3	5
Cobra Command	5	Home Alone 2	8	Ninja Kid	5
Cobra Triangle	5	Hook	22	Nobun Ambsn	5
Code Nm Viper	5	Hoops	4	Nobun Ambsn 2	40
Color Dinosaur	30	Hunt Red Oct	2	North & South	23
Commando	3	Hydlide	4	Operation Wolf	4
Conflict	8	Can Remember	20	Orb 3D	4
Cool Xtal Pke	5	Ice Climber	6	Othello	10
Contra	7	Ice Hockey	4	Pac Man	25
Contra Force	25	Ikari War	4	Pac-Mania	40
Cool World	25	Ikari War 2	5	Panic Restrnt	20
Crash Dummies	28	Ikari War 3	8	Paperboy	2
Crash/Boys-Ice	30	Image Fight	5	Paperboy 2	20
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Pool Radiance	22	Talespin	16
Popeye	8	Target Renegade	3
POW	6	Tecmo Baseball	4
Power Punch 2	16	Tecmo Bowl	8
Powerblade	7	Tecmo Bowl 2	22
Powerblade 2	25	Tecmo Cup Socr	28
Predator	4	Tecmo NBA Bsktbl	30
Prince Persia	22	Twelve Wrld Wrss	5
Prncs Tomson	18	Tennis	6
Pro Am Racing	6	Terminator	26
Pro Am Racing 2	34	Terminator 2	10
Pro Wrestling	4	Terra Cresta	4
Pugsleys Scav Hunt*	8	Tetris	20
Punch Out	5	Tetris 2	44
Punisher	8	Thmbas The Tunk*	32
Puzzle	18	Three Stooges	9
Puzznic	36	Thundr & Lgng	35
Q Bert	13	Thunderbirds	7
Qix	40	Thundercade	6
Quant Fighter	4	Tiger Heli	4
Quarrn Adv	16	Time Lord	4
Quattro Sports	13	Tiny Toon	25
Racket Attack	1	Tiny Toons 2	38
Rad Racer	7	TMNT	5
Rad Racer 2	8	TMNT 2	9
Raid Bngld Bay	5	TMNT 3	20
Rainbow Island	22	TMNT Trtnse Fts	30
Rally Bike	0	To The Earth	5
Rambo	5	Toki	20
Rampage	7	Tom & Jerry	20
Rampart	16	Tombs & Treas	13
RBI Baseball	6	Toobin	20
RBI Bsbl 2	9	Top Gun	5
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Ren & Stimpy	40	Totally Rad	8
Renegade	3	Touchdown Fever	9
Rescue Emb Mts	3	Town & Country	3
Rescue Rangers	12	Track & Field	5
Rescue Rangers 2	30	Track & Field 2	3
Ring Kng	5	Track Shooting	9
River City Ransm	6	Trog	8
Road Blasters	6	Trojan	4
Road Runner	15	Twin Cobra	7
Robin Hood	10	Twin Eagle	10
Robo Cop	6	Ultima Exodus	6
Robo Cop 2	16	Ultima 3 Qst	16
Robo Cop 3	24	Ultima 3 WarrDest	30
Robo Warrors	4	Ultmt Bsktbl	7
Rock N Ball	7	Uncharted Wtrs	24
Rocket Ranger	4	Unitrbtrd	37
Rocketeer	6	Untouchables	12
Roger Clmns Bsbl	6	Urban Champ	9
Roger Rabbit	5	Vegas Dreams	35
Rollr Ball	30	Vice Project Doom	4
Roller Games	5	Vindicators	8
Rolling Thunder	5	Volleyball	4
Rompe 3 Kngds	0	Wall Street Kid	5
Romnc 3 Kngds 2	32	Wayne Gretzky	7
Roundball	12	Waynes World*	22
Rush N Attack	4	Werewolf	4
Rygar	3	Wheel Fortune	5
Section Z	4	Wheel Fortune Fam	22
Seicross	5	Wheel Fortune Vnyss	38
Sesame St 123	15	Where's Waldo	7
Sesame St ABC	5	Wild Gunman	6
Sesame St ABC/123	34	Willow	5
Sesame St Clbr	28	Win Lose Draw	8
Shadow Ninja	9	Winter Games	4
Shadowgate	7	Wizardry	12
Shatterhand	8	Wizardry 2	22
Shingen Ruler	7	Wizards & Warrs	4
Shinobi	6	Wizardry 3	15
Shock Wave	10	Wizrdry 4	22
Shooting Range	12	Wizrds & Warrs	4
Short Order	12	Wizrds & Warrs 3	15
Side Pocket	28	Wolverine	8
Silent Assault	16	World Chmp Wrst	6
Silent Service	4	World Of Trk	5
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Skate Or Die 1	5	Wrestlemania	3
Skate Or Die 2	5	WURM	7
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Star Trek	22	Double Player	7
Star Trek Next Gen	30	Ex Cord Cntrl	10
Star Trophies	8	Four Score	10
Star Trophies 2	30	Game Genie	20
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Star Wars	6	Game Holder/Sm	3
Stealth	4	Light Gun	2
Stinger	4	Mini Joypad	3
Street Fighter	10	Misc Joystick	3
Strider	4	NES Max Joypad	4
Superman	8	Power Glove	10
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Supr Contra	7	Satelite	7
Supr Dodge Ball	7	Single Wireless	3
Supr Glove Ball	2	Supercontroller	3
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Supr Mario		Ult Joystick	6
Supr Mario 2	0	Ult Wireless	22
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Supr Mr/Dk 10	1	*NEW RELEASES	
Supr Mr/Dk/Trk	1	These may not yet be out	
Supr Off Road	10	by the manufacturer	
Supr Pinball	7		

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Aerobiz	45	Hawking	38	Shadow Beast 2	20
Aerobiz Supersonic*	45	Heavy Nova	3	Shadow Blaster	2
After Burner 2	28	Hearing Zone	38	Shadow Dancer	5
Air Diver	8	Home Alone	25	Shadowrun*	50
Al Unser Jr *	45	Home Alone 2	45	Shining Mkts	28
Aladdin	48	Hook	38	Shining Force	50
Alex Kidd	20	Immortal	38	Shinobi 3	40
Alien 3	30	Impossible Mission*	45	Side Pocket	30
Alien Storm	16	Incredible Hulk*	45	Simpsons Vart Bart*	45
Aliens/Predator	40	Indy Jns Last Cr	32	Simpsons-B vs SM	25
Altered Beast	15	Itchy & Scratchy*	45	Simpsons-H Nmsr	45
Andretti s Racing	45	Jack Nicks Golf	42	Sketchm	30
Aquatic Gms-JP	25	James Bond	15	Slaughtr Sport	8
Arch Rivals	20	James Bond 2	22	Soccer	12
Ariens & Rescue*	45	James Bond 3	30	Soldier Of Fortune	30
Attack Sub	36	Jammit	45	Sonic Hdghog	6
Baby s Day Out*	45	Jeannie Cap This	22	Sonic Hdghog 2	25
Ballz*	45	Jeopardy	44	Sonic Hdghog 3	55
Barbie Super Model*	45	Jeopardy Dlx	45	Sonic Spinball	40
Barkley s Jam	40	Jeopardy Sports	65	Space Harrier 2	12
Barney Hide Seek	42	Joe Montn	2	Space Invaders	30
Batman	22	Joe Montn 3	13	Spiderman	18
Batman Returns	28	Joe Montn 94	20	Spiderman/X Men	38
Batman Rvg Jkr	28	Joe Montn 95	35	Spidy/Venom Max*	45
Battle Squadron	15	John Madn	9	Splatterhouse 2	30
Battletech*	45	John Madn 92	10	Sports Tlk Bsbl	22
Battletoads	48	John Madn 93	18	Star Flight	25
BattUds/Dbl Drag	48	John Madn 94	42	Star Quest*	45
Beastball*	45	Jordan vs Bird	46	Star Trek Next Gen	55
Beauty Beast-Belle	40	Jungle Book*	45	St Fir 2 Spcl Chmp	50
Beauty Beast-Rose	38	Jungle Strike	50	Streets Rage	24
Bill Walsh Fbll	30	Jurassic Park	35	Streets Rage 2	35
Blades-Vengeance	42	Kickoff 3*	45	Strider	46
Blaster Master 2	40	Kid Chameleon	22	Subterrania	45
Bubba & Stix*	45	King Salmon	40	Superman	30
Bubble & Squeak*	45	Kings/Monsters	38	Super Bsbl 2020	28
Bulmy	45	Kings Monsters 2*	45	Super Battleship	40
Bulmy 3*	45	Kings Bounty	30	Super Battletank	32
Bushido	7	Klax	44	Super Hang On	30
Bulls vs Blazers	20	Krustys FH	20	Super High Impact	15
Bulls vs Lakers	14	Lakers Celtics	10	Super Monaco GP	16
Buste Dgls Bng	13	Last Battle	10	Super Monaco GP 2	35
Caesars Palace	48	Legends Of Ring	32	Supr Off Road	34
Cal Ripken Bsbl	40	Lethal Enfrcs	42	Supr Off Rd Baja*	45
Capt America	32	Lit X Amck Chppr	27	Supr Smash TV	27
Carmen Sndgo T	25	Liberty or Death*	45	Supr St Fighter 2*	45
Carmen Sndgo W	40	Lill Mermaid	42	Supr Tecmo Bowl	32
Cascade	45	Lost Vikings	40	Supr Tecmo NBA	38
Castlevnia Blood	45	Lotus Turbo	36	Supr Thndr Bld	15
Centurion	28	Marble Madns	40	Supr Wrstlr	15
Chakan	20	Mario Lemieux	16	Sword Sodan	12
Champ Bowling	42	Mario Saga	45	Sword Vermilion	20
Champ Pool	45	McDonalds Trck	42	Sylvstr/Tweety CC*	45
Champ Soccer*	45	Mega Turrican*	48	Talespin	30
Chase HQ 2	40	Menacer Game	9	Tasmania	28
Chessmaster	40	Mercs	20	Team USA Bsktbl	16
Chester Cheetah	46	Michl Jrdn Mwlt	22	Techno Cop	13
Chi Chi Golf	48	Mickey & Donald	42	Tecmo MLBPA Bsbl*	45
Chuck Rock	40	Mickey Mo Ctl	32	Terminator	27
Clay Fighter*	45	Mickey s Ult Chlg	45	Terminator 2-Arcd	30
ClfHanger	40	Micro Machines	50	Terminator 2 Jdgmt	40
Clue	42	Midnight Rescue	3	Test Drive 2	25
Columns	40	Mig 29 Fr Fbtr	40	Thomas The Tank*	40
Columns 3	45	Mighi & Magic	50	Thunder Fox	25
Combat Cars*	45	Mighi & Magic 3*	45	Thunder Frce 2	12
Cool Spot	48	Mike Dtka Fbtl	30	Thunder Frce 3	16
Cosmic Spacehead	45	MLBPA Baseball	45	Tiny Toons	45
Crash Dummies	40	Monopoly	55	TMNT Hyperstone	40
Curve Ball	40	Monster Trk Wars	45	TMNT Tourn Flm	48
Cyberball	10	Mortal Kombat	40	Toe Jam & Earl	38
Cybernator*	45	Ms Pac-Man	40	Toe Jam & Earl 2	35
Dark Castle	43	Muhmmd Ali Bxng	25	Tom Landa Bsbl	3
David Robinson	15	Mutant Lg Bsbl	28	Tommy Lasorda	22
Decap Attack	16	Mutant Lg Hcky	50	Top Gear 2*	45
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Double Dribble	45	Operation Europe	45	Virtua Racing*	60
Dr Robotnik s	32	Out Of This Wrld	28	Warrior Rome	8
Dracula*	28	Outlander	38	Warrs Eirnl Sun	40
Dragon*	45	Outlaw	35	Waynes World	45
Dragons Fury 2	48	Outrun 2019	36	Wheel Fortune	35
Dynamite Duke	8	Outrunners*	45	Wimbledon Tennis	40
E Swat	7	Pac-Mania	50	Winter Challenge	15
ESPN Baseball	45	Paperboy	45	Winter Olympics	40
ESPN Basketball*	45	Paperboy 2	45	Wolf Child	38
ESPN Hockey*	45	Pat Rily Bsbl	10	Wolfenstein 3D*	45
ESPN NFL*	45	Pebble Beach Golf*	42	World Class Bsbl	32
ESPN Racing*	45	Pele	47	World Class Socer	44
Eternal Champns	35	Pele 2*	45	World Cup USA 94*	45
Evander Hlyfld	22	PGA Euro Tour	50	World Heroes*	45
Ex Mutants	30	PGA Tour Golf	40	World Lthrl Golf	32
Exodus	45	PGA Tour Golf 2	50	World Series Bsbl	53
F 117 Night Stmr	35	Phant Star 2	25	World Trophy Socr	20
F 15 Strike Eagle 2*	40	Phant Star 3	36	WWF Royal Rumble	48
F 22 Intercptr	22	Pink Hllywrlds	42	WWF Sup Wrstlmng	25
Fatty Tales	25	Pitfighter	20	X-Men	38
Family Feud	45	Pitfighter 2*	45	X-Men 2	30
Fantasia	25	Popeye*	45	Zany Golf	8
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Frankenstein*	45	RBI Bsbl 3	20	Ex Cord Cntrl	5
G Loc	34	RBI Bsbl 4	25	Four Plyr Adptr	25
Galaxy Force 2	20	RBI Bsbl 93	36	Game Genie	42
Gauntlet 4	42	RBI Bsbl 94	45	Game Holder	15
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Genghis Khan 2	60	Revenge Shinobi	26	Jaster 2 Phone Plug	16
George Frmn	28	Rings of Power	30	Mega Mouse	22
Ghost Busts	20	Rise of Robots*	45	Menacer	25
Ghouls Ghosts	18	Risk*	45	Misc Joypad	12
Golden Axe	18	Road Blasters	35	Misc Joystick	5
Golden Axe 2	25	Road Rash	30	Power Clutch	38
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Goofy	45	Robocop 3	48	Power Ba Cnvrtr	28
Greatest Hvywts	45	Rock N Roll Racing*	45	*NEW RELEASES	
Greenddg	20	Roger Clemens	8	These may not yet be out	
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Aerobiz Supersonic*	48	King Monsters 2*	48	Supr Batter Up	32
A Unser Jr*	48	Kirby Tee Shot*	48	Supr Battleship*	50
Aladdin	50	Knights Of Round	48	Supr Bnkbank	35
Alfred Chicken	48	Krustys FH	20	Supr Bnkbank 3	45
Alien 3	30	Lagoon	35	Supr Black Bass	65
Aliens/Predator	30	Lamborghini	48	Supr Bomberman	38
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Art Of Fighting	42	Legend*	48	Supr Caesar s	46
B.O.B.	40	Lemmings	30	Supr Dodge Ball*	45
Bally s Wly Out*	48	Lemmings 2-Tribes*	48	Supr Double Drag	30
Barbie Super Model	48	Lethal Enfrcs	50	Supr Empr Strks Bk	48
Barkley s Jam*	48	Lethal Weapon 3	22	Supr Ghouls	6
Batman Returns	40	Liberty or Death	48	Supr Goal 2	48
Battleclash	8	Lord of the Rings*	48	Supr High Impact	25
Battletech*	48	Lufia	65	Supr James Pond	40
BattUds/Dbl Mnsn	38	Magic Sword	22	Supr Jeopdy*	46
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Bill Walsh Fbl	42	Mario s Ice Slide*	48	Supr Off Road	35
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CONTEST WINNERS

Here are the winners to several contests we have run recently

From our February issue —Seika Super Turrican Contest:

Grand Prize Winner:
Jeremy Gavin,
Memphis,TN
First Prize Winner.
Bret Reed, Pasadena, CA
Five Second Prize Winners:
Erik Aveldsen, Eugene, OR, Noel Cabera NY, NY; Eric Broadbent, Chatham,Ont,Can, Chris Conley, Stevensville, MD; Nick Crofts, Douglasville, GA.
15 Third Prizes.
Mark Fortunato, Staten Island, NY; Javier Hernandez, Orlando, FL; Travis Jensen, Fond Du Lac, WI; Chris Christie, Plano, TX; Torrin Jones, Detroit, MI, Avery Belton, Richmond, VA; J. Hyland, Long Branch, NJ, M Pittelli, Staten Island, NY; Joe Renteria, Bell Gardens, CA; Chris Tucker, Ripley, TX; T. Wallace, Burlington, VA, Dionte Brown, Detroit,MI; John Ball, Abilene, TX; Clay Bolton, Atlanta, GA, Sam Rantoul, Jonesboro AR.

From our March issue —Takara Art of Fighting Contest:

Grand Prize Winner:
Anthony Constantino, Newark, CA

Five First Prize winners:
Bo Wong, Calexico, CA, Jesus Miranda, Long Beach, CA, Michael Jones, Kensington, NH; David Zdyrko, Dover,DE, M. Reeves, Georgetown, TX
10 Second Prize Winners:
Krista Brown, Banning, CA, CMC Mandanas, Philadelphia, PA; Sandra Peavy, Macon, GA, Melissa Lopez, Fairfax, VA; Stephen Sanchez, Miami Beach, FL; Dora Russell, Athens,TX, Robert Zubkus, Portsmouth, NH, Samantha Hodgkins, Derry, NH; Justin Gruss, Jerome, PA, Lori Varner, Newnan, GA

From our March Issue—Spectrum Holobyte *Star Trek* Contest:

Grand Prize Winner:
R. Michael Hall, Prescott, AZ.
10 First Prize Winners:
Daniel Bascom, Rochester, NY; Evar Scheuatz, Grand Rapids, MI; Chin Chu Lewis, San Francisco, CA, Logan Forsyth, Nashville, TN; Marcel Hartstein, Woodbridge,VA; Jan Fell, Grand Prairie, TX; Annettea Fulmer, Osgood, IN; Linda McKeown, Louisville, KY; Brady Blankemeyer, Pandora, OH, Gary Eden, Iowa City, IA.
20 Second Prize Winners:
James Young, Westwego, LA; Norm Chapin, Newnan, GA, Chris Premetz, Greenfield, WI; Theresa Kirkman, Indianapolis, IN; Connie Sammarco, Jarretsville, MD; Frank Beliante, Montebello, CA; Kenneth Lunty, Edmonton, Alb, Can; Wes Todd, Memphis, TN, Alex Vassilopoulos, Chicago, IL; Joseph Criscuolo, Darien, CT; S. H Marr, Albuquerque, MN, Dave Frizzell, Rapid City, SD; D. Williams, Bronx, NY; George Perreault, Orlando, FL; Todd Balcan, Gahanna, OH, Cliff Anderson, San Francisco, CA, Steven Chan, Mississauga, Ont, Can; Mrs. Keith Reeves, Moore, OK, Conrad Proft, Jr., St. Louis, MO; Carlos Cuentas, New York, NY; Jo Stevens, Sierra Vista, ,AZ: Ronald Click, Memphis, TN
20 Third Year Prizes:
Michael Coyne, St. Paul, MN; Bonita Carlson, North Glenn, CO; Anthony Saletta, Buffalo,NY, Nathaniel Moll, Calgary, Alb,Can; Jacob Geller, Avon, CO; Rudy Poltano, Rancho Cucamonga, CA, Cidelle Mandel, Elmhurst, NY; J. Boozer, Calexico, CA; Ellen Moser, Hudson, CO; V. Nuss Jr , San Antonio, TX, Mary Rankin, Venice, FL; Carol Hill, Houston, TX; John Hahmann, Fairview,NC; Alan Little, Ava, MO; Diedre Pixley, Charlotte, NC, Mary Lou Wengenroth, Lady Lake, FL; Ginger Kirby, Houston, TX, Leona Pelton, Lonmedell, MO, Scott Weiner, Cranbury, NJ; Cheryl Mangin, Needles, CA.

From our March Issue—Konami Castlevania Contest :

Grand Prize Winner:
Elijah MacKinnon, Raymond, ME

10 Genesis Game Winners.
Abigail Delk, Asheboro, NC, Brandon White, Milwaukee, WI; Lisa Haakenson, Davenport, IA; Lee Jahnke, Milwaukee. WI, Scott Patovich, Westford, MA; William Lyons, Remsburg, NY; Aaron Whyte, Belleville, IL; Vicki Shamp, Pt Angeles, WA; David Oller, Livonia, MI, Jonathon Adler, Brownsburg, IN.

10 Super NES Game Winners:
Don Owens, Indianapolis, IN, Kathie Sinn, Bloomington, IN; Carolyn McNeece, Denver, CO; Martha tabert, N Highlands,CA; Eric Patiovich, Gainesville, FL; Teri Roach, Phoenix, AZ; Joe Hammer, Placentia,CA; Cindy Grossberg, Mission Viejo, CA; Jacqueline Mula. Swansea, MA; Donald Black, Springfield, OH

15 Third Prize Winners:
Darl Kear, Bucyrus,OH; Heath Rogers. Mansfield, OH, Beverly Aben, Antioch, TN; C. J. Egler, Goshen, IN; Richard Trine, Jacksonville, FL; Ioiet Ambrose, Bronx, NY, Bernice Spinelli, Cherokee, IA, Brian Bosser, North Liberty, IN; Linda Maher, Council Bluffs, IA; Jeffery Lupton, Joliet IL, Daniela Ragusa, Middle Village, NY; Martha Schaffer, Jacksonville, FL, Chris Tompkins, Rockledge, FL; Karen Jo Hess, Bloomington, MN, Wilford Bath, Hr Grace, NF, Can

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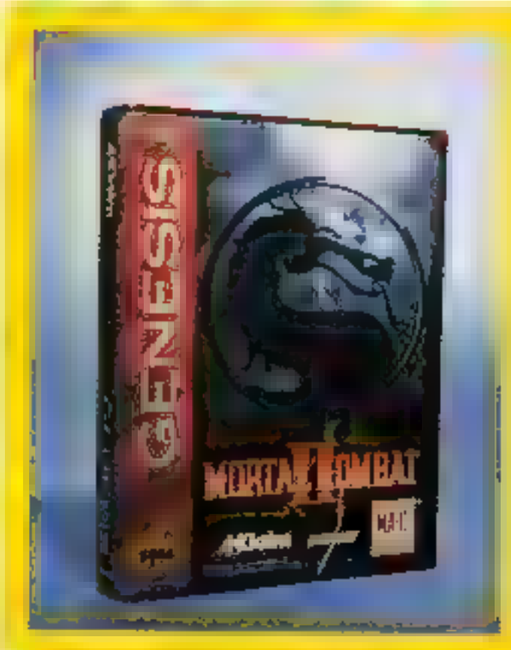

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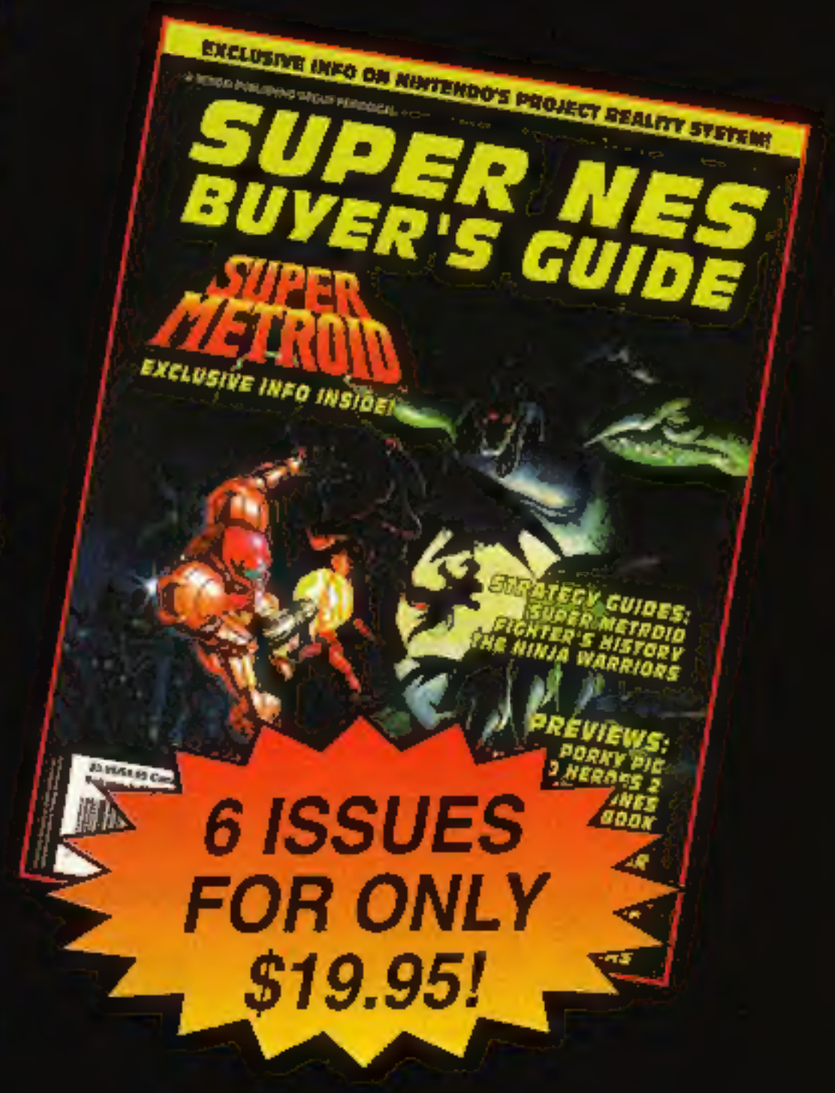

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COMING IN AUGUST

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NEVER LOAN OUT YOUR 'STICK.

"Hey, Billy, since you're gonna be away, can I borrow your Fighter Stick for a few days? I promise—I'll take *real* good care of it..." That's how it starts. Then days turn into weeks, and the next thing you know, you and your former best friend are duking it out on the People's Court. One look at the Fighter Stick, and you'll know why. There's enough power here to change a person, to make 'em untrustworthy, even. There's Turbo-Fire and Auto-Turbo, with up to 36 shots per second. And super slow-mo lets you digest those really tough moves. So, quit wrestling with those boring, wimpy control pads — reach for the Fighter Stick SN for the Super NES or the Fighter Stick SG-6, for Sega-Genesis and Sega-CD.

ASCIIWARE™

IT'S HOW TO WIN!

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